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ZZAP! 64



21

C64 GAMES ZZAP-TESTED!

MORE C64 NEWS, REVIEWS AND PREVIEWS THAN ANY OTHER MAG!

EXCLUSIVE PREVIEW

Go cutesy!

ROD-LAND

Storm's cuddly coin-op!

ON YOUR MUTANT MEGATAPE! THREE FULL GAMES AND ONE PLAYABLE DEMO!

SUPER CUP FOOTBALL
21st Century Entertainment

REVENGE OF THE MUTANT CAMELS
Llamasoft

DREAM RAIDER PLAYABLE DEMO
Technodream

THRUSTABALL
ZZAP! Reader Kevin Murphy

Gasp! No designer-cased Megatape or splendiferous Tips Plus poster? See your newsagent for two great covermounts!



GEM'X
Naughty but nice puzzler!

US Gold's summer hit
ALIEN STORM
Work in progress

EXILE
Jovial jet-pack jaunts!

OLIVER FREY



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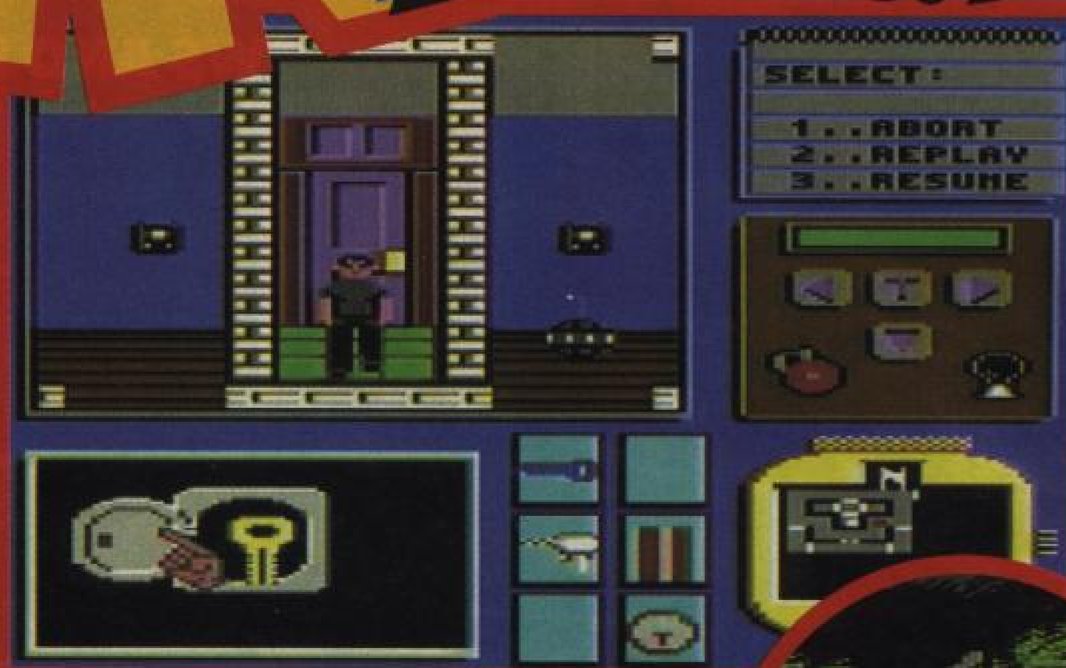
● Only zzap! 64 licks the bowl clean of the c64 world!

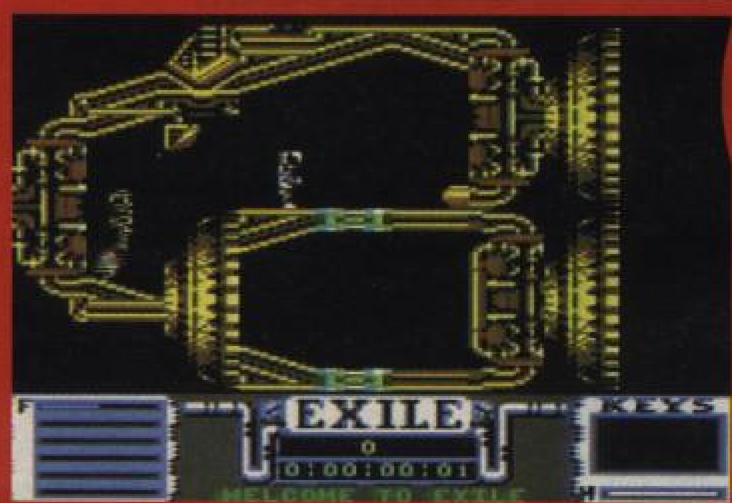
ROD-LAND REGULARS

FAIRY FEATURES

CUTESY COMPS

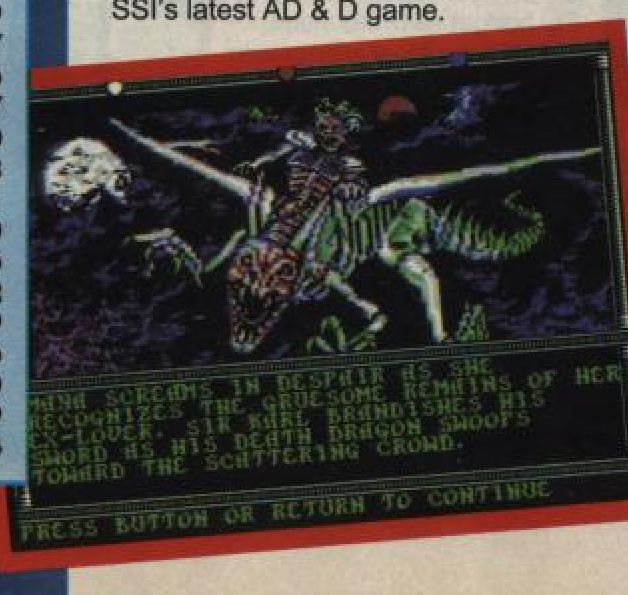
REVIEWS







GLITTERY GAMES





STUFF!

NEWS AND PREVIEWS AND LOTS MO[RE]

BUSH WHACKED?!

Oh no! President George Bush has been kidnapped by revolutionaries in Zulutu (?). Naturally the prospect of Prez J Danford Quayle throws the world into shock — the only people not paralysed by fear are a pair of veteran mercenaries. Their brave mission to save the world from a fate worse than death pits them against the world's most advanced military hardware scattered across eight fearsome levels. It's all good clean psychopathic fun — and this Tiertex conversion of Capcom's *Mercs* is coming soon from US Gold.



● Rushing to catch a Hercules transport plane in US Gold's African adventure; *Mercs*.



● Gazza's still on the team in Grandslam's imminent *England Championship Special*.

GRANDSLAM WIN ENGLAND

Yep, it's almost here, England's officially endorsed computer game based on their latest campaign for the European Championship. The game allows fairly comprehensive team selection, a choice of team formations, a huge variety of opponents, goal replays, fouls, sendings-off and penalties. Sadly there's no scanner, but the players seem to have a fair amount of intelligence (is this realistic? — Ed) and can form walls as well as making some good passes. A full review of the finished *England: Championship Special* will appear in next month's ZZAP!.



● Massive sprites, good animation and beat-'em-up action aren't what you expect of a strategy game like *Betrayal*.

Free SIZZLING MAPS!

On the cover of next month's ZZAP! will be maps for two of the most magical lands ever to appear on the C64. In readiness for the exclusive cover-mounting of the awesome Sizzlers *Lords Of Midnight* and *Doomdark's Revenge*, ZZAP! has produced two beautifully drawn maps detailing all the significant locations in these two vast lands. *Lords Of Midnight* was written by Mike Singleton (of *Midwinter* fame) and utilized a brilliant new programming system called Landscaping. This astonishing routine allowed for the creation of no less than 32,000 views of the medieval, dragon-infested kingdom of Icemark. On its release it got 91% and was labelled a 'truly epic game' — a judgement which has effortlessly stood the test of time with most C64 pundits still judging it one of the finest programs for the machine. Both an epic adventure and superlative wargame, *Lords Of Midnight* can't be missed.

Indeed, many people said it could never be bettered, but it was — just once — by the stunning sequel, *Doomdark's Revenge*. Amazingly Mike Singleton managed to improve the program with 48,000 views, but more importantly character interaction was much improved in the tale of the warrior-princess Shareth the Heartstealer, and her plan to avenge her father's defeat. 95% was the rating for this masterpiece.

So whatever you do, don't miss next month's ZZAP! where one of the C64's greatest-ever adventures starts with two glorious maps. Subscribe now to make sure of collecting the two brilliant programs themselves, coming very soon!

SOARAWAY C64

The C64 is enjoying storming Gallup chart success. While software sales for the Amstrad CPCs and Spectrum have declined by almost 50%, the C64's share of the market has risen! More money is spent on C64 software than any other except the Amiga. For budget software alone the C64 is a clear winner with 31.8% of the market. To further underline the C64's incredible strength Thalamus have just released figures for *Creatures* sales — well over 25,000 in just three months on the shelves. With these sort of statistics it's clear the C64 is going to be a firm favourite with software houses for some time to come!

● No, it's not Phil in his Metro it's Idea's *F1 GP Circuits* — full review next month.



FREE TATTOOS!

MicroProse, the masters of simulation software, are forever attending air shows to research all the latest whiz-bang military technology. Veteran Zzappers will know *Project: Stealth Fighter* is the finest flight sim for the C64 and there are rumours one of the elusive, radar-invisible jets may make an appearance at the International Air Tattoo. Held at RAF Fairford, Gloucestershire from which B-52 bombers operating during the Gulf War, the Tattoo has lots of spectacular events planned including a Gulf Salute, displays by the Red Arrows and many foreign acrobatic teams plus the 30th anniversary meet of the NATO Tiger association with aircraft from around the world in tiger stripes! The eight-hour flying display commences at 9.30am on Saturday July 21st and Sunday 22nd. What's more those generous MicroProse people have five tickets to give away to ZZAP! readers.

All you have to do is write the full, correct name of the Stealth Fighter on the back of an envelope and sent it to *Newsfield, INVISIBLE TATTOO COMP, ZZAP!, Ludlow, Shropshire SY8 1JW*. Entries should arrive before the end of June, so hurry up!

BELATED BETRAYAL

Rainbird's medieval strategy game *Betrayal* has finally been converted to the C64, five months after the Amiga game earned 70%. The game pits four knights against each other in a military and economic battle to overthrow the king. Out now for £20.42, there will be a full review in next month's ZZAP! with lots of hints and tips.

LIFE IN THE FAST LANE

Italian software house Idea's latest simulation deals with two of the four most important aspects of Formula One racing, namely car maintenance and the actual driving (the other two being plastering cigarette ads over the bonnet and stabbing your co-driver in the back!). From the demo disk pictured left, *F1 GP Circuits* seems an intriguing mix of some very nicely done technical screens and some speedy, overhead-view vertically scrolling vrooom! There's nine circuits, 20 opponents and a free badge in 'limited edition' packs. Expect a full review in next month's turbocharged ZZAP!

STORM OVER ROD-LAND

Following the xenophobic slaughter of *Swiv* and *St Dragon*, *Rod-Land* sees Storm repent and go all bambi-eyed with this latest cutesy conversion of a Jaleco coin-op conversion. ROBIN HOGG spoke to the programming team aiming to fill your C64 with pixie-dust!

Cuddly sharks, psychopathic rabbits, killer elephants and many even more bizarre, unnamable characters mean no-one could mistake this for anything other than a Japanese coin-op! The stars of the show are Tam and Rit, two typically Japlish fairies who wield their magic wands with a vengeance, bopping ever-so cute baddies squarely on the bonce. The stunned creature are then grabbed by the lapels and swung overhead a couple of times before being hurled to the ground — ouch!

Rod-Land is the latest two-player platform bash-'em-up and is being converted by 21-year-old Steve Snake. This young, but experienced programmer is responsible for *Shinobi*, *Judge Dredd* and 'loads of games' he's more shy about revealing. He's certainly enthusiastic about this project: 'It's the way you kill the baddies that makes it original and fun to play. I would only convert a game if it played well.'

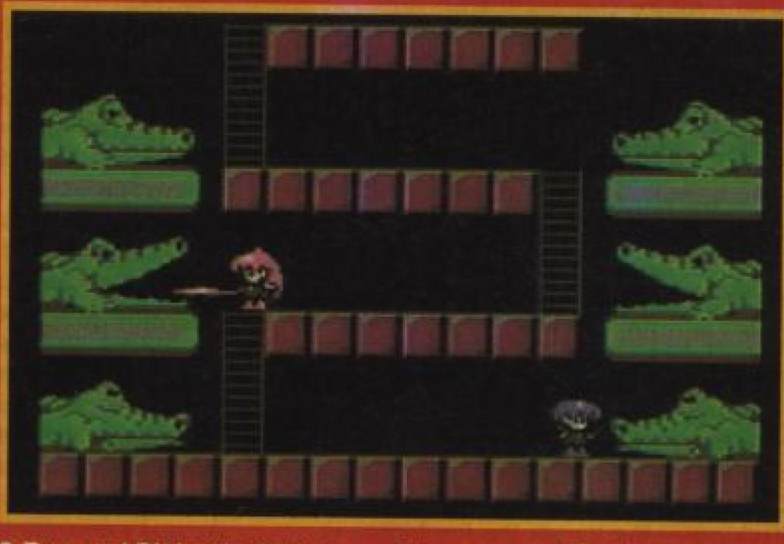
One of the most spectacular elements of the game are the imaginative end-level baddies which include a giant whale and crocodiles spitting out their young at the fairies (ugh!). Character sets are being used for the larger end baddies — one cow-headed fire-spitting monster goes through three stages of transformation during the end-level fight, changing from sprite to character set as the battle rages.

Another similar challenge for the conversion team in this supposedly simple conversion was the combination effects surrounding the aliens: 'There are a lot of special cases with the aliens where their actions/processes change depending on the others' actions. That was a problem.'

Such graphic detail makes it no surprise to find that Steve and graphic artist Rob Whittaker have already encountered memory problems trying to squeeze in the hundred-plus sprites required. Excluding any presentation loads, C64 *Rod-Land* will consist of four loads, each containing eight levels and concluding with a super-baddie confrontation. That's 32 levels in all which should make for lots of lastability.

Excluding any further problems with aliens interacting with one another, the conversion is very near completion as there's basically just the end-level baddies and presentation to go in. All in all it's been a remarkably quick conversion: Steve only started it in February!

● Rod-Land will be released by Storm in September, with prices To Be Announced, as they say, and a cartridge version is under consideration.



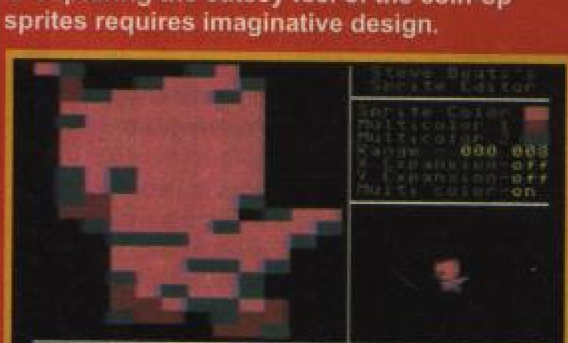
● Tam and Rit battle the baby-spitting crocs of *Rodland*.



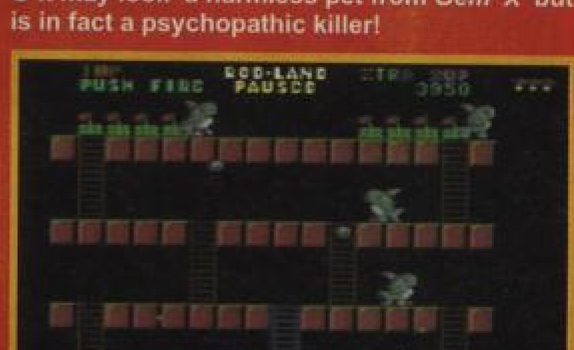
● Capturing the cutesy feel of the coin-op sprites requires imaginative design.



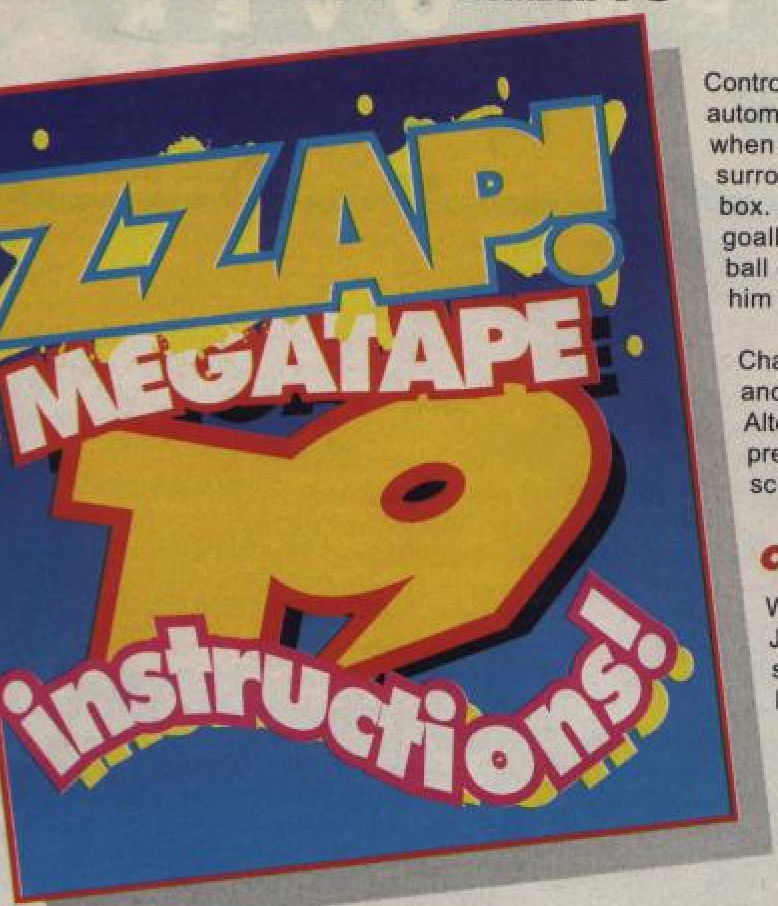
● It may look a harmless pet from *Gem 'X* but is in fact a psychopathic killer!



● Ahhh! Surely you wouldn't, couldn't hurt this poor little thing, could you?!



● Is it Tam or Rit fighting? Who knows?



SUPERCUP FOOTBALL

(21st Century Entertainment)

With strategy and skilful ball control, compete to see whose team will win the Supercup final in this multi-directionally scrolling soccer simulation.

CONTROLS

Running — standard 8-directional format
Sliding tackle — press fire whilst running (can only be used if opponent has the ball)
Heading — press fire when the ball collides with your player
Change player — halt and press fire
Kicking — the longer the fire button is pressed, the harder the kick
Banana kicking — when the ball is in flight, press fire and left/right as required

S = sound effects
M = music
DELETE = abort

Grass texture can be changed by entering the Pause mode followed by the keys 1-6; keys 7-9 alter the screen colours.



Control of the goalkeeper is automatically given to you when the ball enters the area surrounding the six-yard box. Also automatic is the goalkeeper punching the ball out if it is too high for him to catch.

Change player = press fire and then let go. Alternatively run your present player off the screen.

CREDITS

Written and designed by John Connor. Music and sound FX by Nigel and Kevin Grieve. Title screen by Anthony Scott.
© 21st Century Entertainment 1988/1991.

DREAMRAIDER DEMO

(Technodream)

THE MISSION

Arnoud Jacbuvich is a brilliant military scientist working, it seems, for an unknown military power intent on world domination. He possesses plans for a weapon capable of destroying 90% of human life.

A special team of scientists and elite troops has been set up with the aim of thwarting the plans and making sure the weapon will never see daylight. As a member of that team, you have been entrusted with a crucial part to play in an innovative plan:

Jacbuvich's plans have not been drafted, they exist only in his mind. Details of the ultimate weapon should therefore exist in Arnoud's dreams. A way has recently been found to allow someone to consciously exist in another's dream, so that both are aware of it but can only use the powers that exist in the dream to alter the course of events that takes place there. It is required that someone should enter Arnoud's dream to seek out the plans and destroy them. You are that someone.

GAMEPLAY

You are entering a dream world which only exists in Arnoud's mind. As you journey through. he will use many objects created by his imagination to stop you. So expect surprises! You don't exist in the dream as yourself, but as a randomly generated entity that looks nothing like you.

You may be able to use certain objects in the dream to help you; others will hinder you. Certain objects, when destroyed, will leave behind something of use such as extra energy, or creatures you can use as ammunition. Some objects are not as easy to destroy as others.

Doors will exist in the dream that lead you into potentially beneficial situations, so explore them.

To get each part of the ultimate weapon plans, you will have to overcome a major obstacle. No details can be given you regarding these; they will be created by Arnoud's mind.

The demo is very much a work-in-progress with neither sound nor a level complete section — if you beat the big, hyperactive weed you may award yourself a thousand points and chant musically — level 1 complete! We hope to have more on *Dreamraider* as it nears completion.

HINTS AND TIPS

1. Bonuses lead the route to follow.
2. A logical mind such as Arnoud's requires that there will be a logical way to defeat the enemies he throws at you.
3. Going through doors leads to extra bonuses or similar.

CONTROLS

Joystick in Port 2.
Run/stop — Abort game
P — Pause
L — Pause off
1-5 — Takes you to different parts of level 1

TECHNODREAM

This brand new Mancunian programming house was established at the start of this year by Zach Townsend and Joe Brown. Zach is of course best known for his work with Ocean, where he was for a long time one of their leading in-house programmers. After beginning his programming career with *Cobra*, Zach went on to produce a series of Sizzlers including *Renegade III*, *Platoon* and then the Gold Medal-winning *Batman: The Movie*. However the 'conveyor belt' nature of working there finally got to him and Zach boldly struck out on his own as a freelancer. The prospect of 'a lot more control' and freedom was finally irresistible.

For Xmas '90 he handled Domark's *STUN Runner* coin-op conversion, an exceptionally tough task he carried off with some style doing both programming and graphics. Soon after he joined up with Joe Brown, a novice graphic artist, and Technodream was born. *Dreamraider* is their first project, a shared design with Joe already having virtually completed level two's map. As you can see from the beautiful detailing on the underground rock formations Joe has a real talent for the C64 and we look forward to seeing the later levels.

Zach hopes the company will be able to produce more original titles like *Dreamraider* — unfortunately this can be very difficult. It's not so much writing the games, Zach has lots of ideas, but getting them published without those big-name licences. In the meantime Technodream have begun work on another ambitious Domark conversion, namely *Race Drivin'*! This is a fascinating project as sensibly Domark have jettisoned the solid 3-D which doomed *Hard Drivin'*. Instead Domark and Zach have come up with a *Paperboy*-type perspective, with the action shown from above, the road scrolling at 45°. There will be all the coin-op's tracks including the standard *Hard Drivin'* one, Speed circuit and the Stunt track complete with a corkscrew loop! There's also a choice of four cars to drive and the Phantom Photon, a competitor car which duplicates your last best performance so you can race against yourself! Or, for that matter, a friend who played before you.

Technodream have just taken on a Spectrum programmer and are well set to be one of the leading 8-bit programming houses. Interested software houses can contact them on 061-766-4879.

REVENGE OF THE MUTANT CAMELS

(Llamasoft)

THE CAMELS ARE BACK!

The Attack of the Mutant Camels can be considered a turning point in Human history. Everybeing is familiar with the story behind the devastating attempt to invade Earth; how the Zzyaxian/Iratain Empire abducted camels from Earth and genetically mutated the beasts to lead an abortive attack on our home planet.

But what became of the camels which were not used in that attack? Little was known until recently when a group of telepathic MetaGoats made contact with the remainder of the camel herd.

After psychic deprogramming the camels were convinced of their loyalty to Earth. We learned from them that they were on the Zzyaxians' Psychological Disorientation Warfare Development planetoid Phensyk III, and that the whole planetoid was being driven at speed towards Earth in readiness for another attack.

The camels are determined to strike a blow for the Earth and all Earthly life forms. So it was that a brave group of Mutant Camels set out across the deep blue sands of Phensyk III with the avowed intention of taking over the planetoid for Earth. The horrified Zzyaxian overlords, taken by surprise, unleashed some of the most bizarre psychodisorientation weapons ever developed.

PLAY OPTIONS

Press 'O' on the keyboard to bring up the Options screen:

Pressing F1 changes the Wave Sequency. There are 42 attack waves in NORMAL wave sequency, you start at wave 1 and proceed to wave 42 in numeric order. In RANDOM wave sequency, your next wave is drawn randomly from amongst the first 32.

Pressing F3 changes the number of players: 1 or 2, both using the same joystick plugged into the REAR joystick port.

Pressing F5 selects the DISTANCE between zones. Your camel stays in any one zone until it has walked a certain, preset distance, when the next wave will begin.

Pressing F7 returns you to the Title screen.



CONTROLLING YOUR CAMEL

As well as moving left and right, you can push the stick UP to make your camel jump. The animal can jump straight up, or slightly to the left right — useful for jumping over things. Pulling the stick DOWN causes your camel to sit down. It will stay down until you release or push up, or if the motion of the screen carries it the leftmost edge it will rise and begin walking.

FIRING

Holding down the Fire Button and titling the joystick in any of the 8 directions causes the beast to spit in that direction. When your finger is on the FIRE button the camel will not jump or sit down. Note that a seated camel must rise in order to spit. A bit dodgy if you ask me!

PAUSE CONTROL

If, during a game, you need to suspend the action, press SPACE. Press SPACE again to carry on where you left off.

SHIELDS

Everybeing knows that mutant camels have Neutronium shields, and yours is no exception. The status of the current beast's shields is shown in two ways: by the animal's colour and by the ions bar at the top of the screen labelled NEUTRONIUM STATUS. Each time you are hit, your shields are damaged.

THRUSTER BALL

(Kevin Murphy)

PLAYING THE GAME

The object of the game is to shut down forty or more reactors dotted at various points throughout the map. To aid you in this task extra weapons and pick-ups can be acquired. On shooting a wave of aliens either a crystal or pick-up will be released. On picking up a crystal you are given a credit towards the purchase of an extra weapon. If, on the other hand, you acquire a pick-up you may be given a bonus or something to hinder your progress.

To select a weapon, first press the fire button twice and hold down fire. You will then be in 'weapon select' mode. The first weapon icon should begin to flash and moving left/right should move you onto the desired weapon. Releasing the fire button will activate that weapon, deduct the price from your bank of credits and put you back in game mode. If you do not have sufficient funds then releasing fire will put you into game mode without the weapon. Note that Thruster Ball and not the drone can select weapons. If you destroy forty or more reactors within the time limit then a passage will open in one of the screens (which you have to find) and on passing through it a game completion sequence is activated.

In one-player mode, you control Thruster Ball (with a joystick in Port 2) with his drone automatically following him around. In two-player mode player one controls Thruster Ball and player two controls the drone. The drone only has four-way fire which can be upgraded by selecting rapid fire. Unlike Thruster Ball, the drone can go anywhere on screen and can only sustain damage from alien bullets. Every time the drone is hit his energy diminishes. If it reaches zero the drone doesn't blow up but instead turns a dark grey and stops firing. A timer is then set to roughly one minute and when this has elapsed the drone's energy will be fully restored allowing him to fire again. Thruster Ball can sustain damage on contact with aliens or their bullets. When Thruster Ball's energy reaches zero you lose a life and all of your previous weapons, but not your credits.

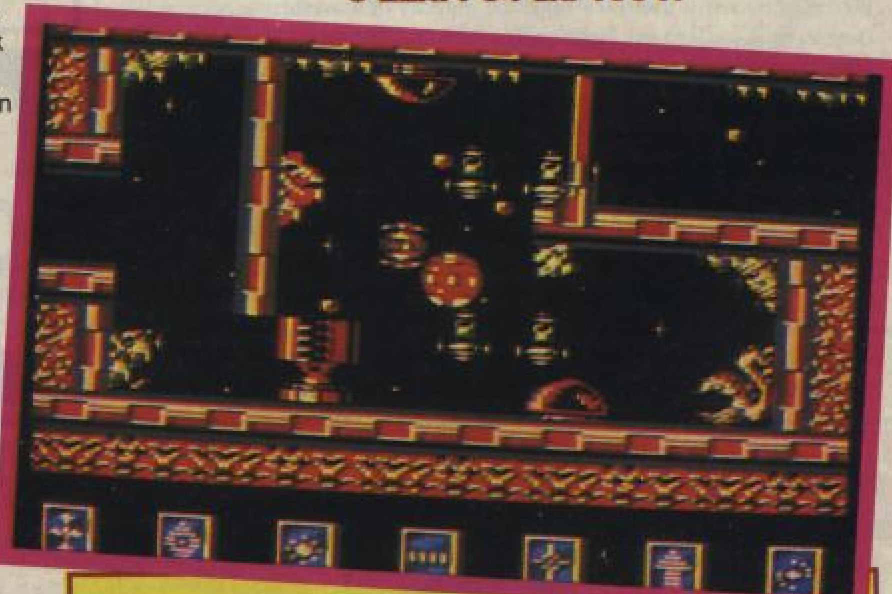
PICK-UPS

E — EXTRA ENERGY
B — BONUS SCORE
T — INCREASE TIME LIMIT BY 100 UNITS
? — MYSTERY

An extra man and ten credits are awarded every 100,000 points.

GAME OPTIONS

RUN STOP — pause game
Q — quits game when in pause mode
F1 — one-player game
F7 — two-player game
FIRE — any joystick for one-player game



WEAPONS

Weapon	Price	Use
4-way fire	0 credits	standard fire
shield	2 credits	invincibility for a short while
smart bomb	4 credits	blows up everything on screen
rapid fire	6 credits	extra speed shot
lasers	8 credits	4-way laser fire
super strength	10 credits	only requires one hit to destroy aliens
rotors	12 credits	rotate about Thruster Ball, killing all

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- EDITOR MODULE... just like a word processor for music.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument can be connected to your 64.
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COM MSE 2



● After cornering an alien you finish it off with accurate gunplay. Many aliens leave useful objects when killed.

***Exile* is a rocketship from the past, a galaxy-hopping traveller some five years adrift of its proper time. Its pilot is a square-jawed sci-fi hero from the '50s, represented by the tiny, detailed graphics which were popular in the days when gameplay was king. Stuart Wynne investigates whether they really do make classics like they used to...**

When the place to be is not California or Japan but Deep Space, when the brightest and most ambitious are emigrating to the stars, Phoebus is the colonists' nightmare. To begin with everything went to plan, the *Pericles* made a perfect landing and soon set up an operations base. Initial reconnaissance uncovered a vast network of caves and tunnels.

Then one dark day an exploration party discovered the entrance to a new tunnel network — and were promptly wiped out. They had stumbled across the lair of Triax, a genetic engineer infamous for experiments turning helpless victims into ruthless killers. Sentenced to drift endlessly in space, unluckily he crashed on Phoebus. Once freed, he restarted his hideous experiments. Already he has made himself immune to the aging process, constructed an elaborate defence system and formed an army of slave creatures. The crew of the *Pericles* have provided him with fresh material for experiments — themselves — and a spaceship to spread his evil throughout the universe.

The last transmission from the *Pericles* is a frantic plea for help, one you are among the first to hear. Famous hero that you are, you decide to investigate. The fact that you recently lost all your weapons (while escaping from the Acid Creatures of Ravinox Five) is a matter of little concern for such a hero, isn't it...?

The mission to recapture Triax, and rescue the captured crew, begins with your ship hovering above the *Pericles*. But no sooner than you don your spacesuit than Triax beams aboard, nicks your Destinator and beams off again — a neat little sequence which leaves you unable to move your ship!

You're not afraid though, and while your spacesuited figure may be tiny, it's brilliantly animated. Besides simply running left/right you can fly using a pixel-firing jetpack, and the way the body swings about is superb. Even your vapour trail is realistically animated, just watch the pixels bounce off water! As you explore you not only find water pools, but gun turrets firing homing missiles, birds, frogs, robots and many more creatures. There's also clams (which powerfully attract or repulse objects) and mushrooms (some briefly disable the jetpack by clogging the nozzles, others affect you — making control difficult).



● Entering the tunnel under the *Pericles* — you're holding a grenade, with a missile launcher overhead and a bird in pursuit.

All these objects are rather small but generally well drawn. They need to be since there's no background graphics and the caves themselves are simply represented, but this also makes an absolutely vast game-map possible and I'm certainly not complaining.

As for our jetpacking hero, he not only looks neat, he's got lots of useful functions. He can pick up objects, put four of them in his pockets, use them and even drop or throw them! These functions can be accessed either by keys, or using an icon table displayed by pressing the spacebar. Then there's your ship's teleporter which can instantaneously beam you back to your ship, or to any of four positions previously

Exile may have basic backdrops but that doesn't really matter with such phenomenal attention to detail in the main character and co. Jetpack thrusts produce little pixels of jet exhaust, there's a *Turrican 2*-style wind effect, objects bob up and down when thrown in water, bullets bounce off walls — even the homing missiles are wonderful to watch! Shades of Broderbund graphic quality with all these little characters running around and it's these that really make the game. There's also a nicely open-ended challenge though, and the player has total freedom to manipulate objects, explore and even get the enemies to help him out — now that's something you don't often see in computer games! With its high level of interaction, brain-addling puzzlers and simple jetpacking fun, *Exile* has kept me hooked all month. By the way, anyone know what to do with the flask, it's driving me up the wall!





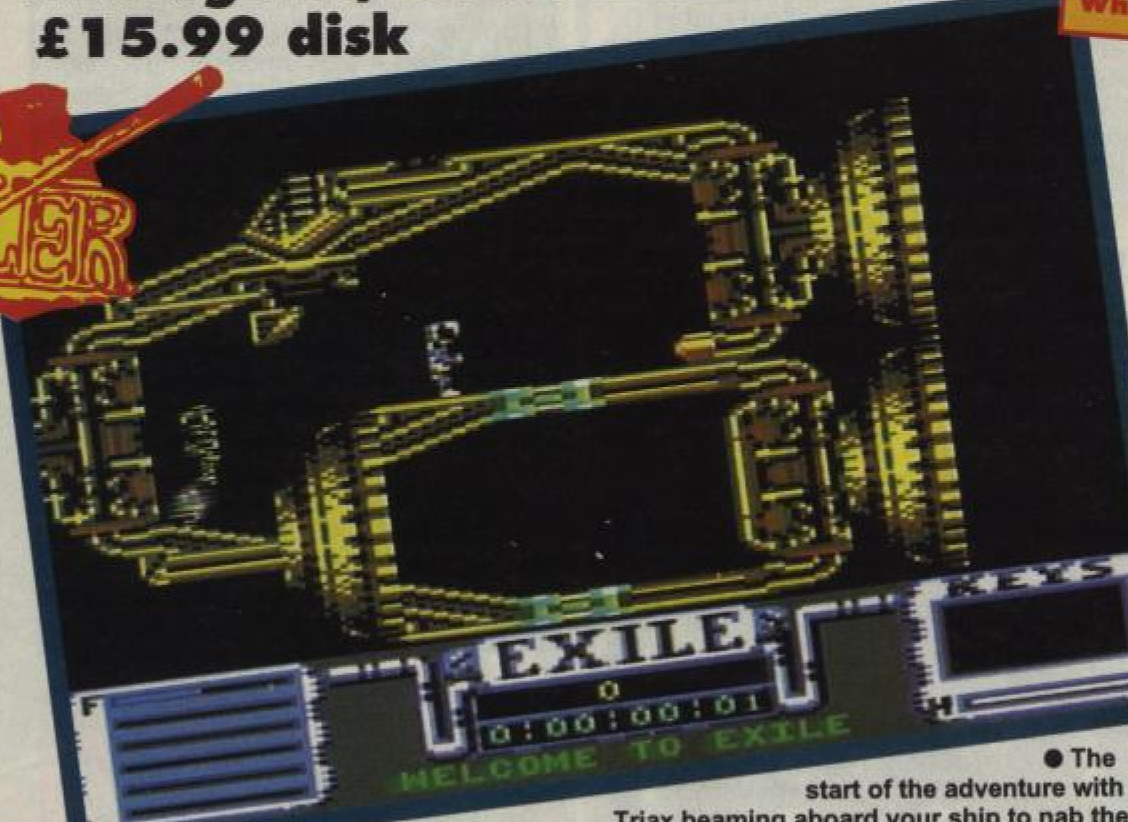
The flask has been pushed just past the door and is vital for dousing a fire — note the water on the left! You're still a long way from rescuing any astronauts though.

EXILE

GUNS & GIZMOS

Gun: fires bullets capable of stunning some robots and turrets.
Icer: fires explosive bullets, but uses a bit more energy than the Gun.
PX312 Blaster: emits a blast of energy from your suit, damaging and pushing away anything close. Uses lots of energy though.
Plasma Gun: uses 10 times the energy of the Gun, but fires devastating plasma balls.
Grenades: can be picked up then thrown to blow open doors etc.
Protection Device: uses energy to decrease damage from hits.
Booster: quadruples energy use for double the acceleration, useful if you're carrying a heavy object.
Whistle: allows you to control robots.

Audiogenic, £11.99 cassette, £15.99 disk



● The start of the adventure with Triax beaming aboard your ship to nab the Destinator and strand you on Phoebos!

'remembered' by pressing 'R'. It's best for these to be in a safe place, because when you get badly hurt the teleporter automatically beams you to one. This means you never die, although you can mess up your game so badly — by losing a vital object — that restarting is the only sensible option.

Such complexity ensures there's a lot more to *Exile* than simply mapping Phoebus's vast tunnel network and blasting the monsters. It's a game where the programmers have concentrated on gameplay rather than graphics. Interaction is foremost: take coronium crystals and rocks, which both cause usefully big explosions if brought together. Crystals can be created by burning mushrooms — however, unless you've taken a special pill coronium radiation is lethal! The pill can be found somewhere, but other objects require you to trade with alien creatures.

Exile won't appeal to the completely brain-dead shoot-'em-up league, but for anyone who wants to spend weeks and maybe even months exploring a sophisticated new world packed with hazards and fun, it's unmissable.





● One of Triax's security robots sends you spinning with a volley of homing missiles. The realistic movement of all physical objects is one of the most impressive features of *Exile*.

CREDITS

Design, programming & sound:
Jeremy Smith & Peter Irvin
Graphics: Dokk

PRESENTATION 73%
Nice title page, single load, two RAM saves, cassette/disk save/load function, informative instruction manual.

GRAPHICS 80%
Unspectacular and rather tiny, but perfectly formed and nicely animated.

SOUND 69%
A nice range of spot FX.

HOOKABILITY 89%
Instruction manual takes you step-by-step through early stages, ensuring even Stu couldn't get confused. Really addictive with jetpacking around being great fun.

LASTABILITY 93%
625 screens, packed with some quite complex puzzles and even with infinite lives it's going to take some working out to solve. Bringing out the astronauts and defeating Triax is a good quest.

OVERALL 91%

Good enough to keep you exiled for ages!

EXTREME

Digital Integration, £9.95 cassette, £12.95 disk

NASA space probes have inspired numerous sci-fi authors and moviemakers — they've appeared in two of the *Star Trek* movies and at least one episode of the old series for example. Digital Integration's first non-sim product is a variation on the theme, aliens have found the probe and used it to calculate Earth's location. Unfortunately at the end of a long space voyage to find Earth the alien ship is crippled by space pirates and crashes, activating a self-destruct system.

Anyway our world-saving hero has a wide variety of exo-vehicles which is good for game variety in what is essentially an alien bash, the hero searching for a computer room and then overseeing its termination by blasting it.

Level one involves finding a crystal and getting it to follow you to engage a power supply. There's also an energy and weapon power-up facility which you can go back to if you're taking a beating, and the extra weapons help out (smart bombs, yo-yos, shields and turbo power to get past fast opening/shutting portals). Level two involves floating around in an exo-aqua suit in an underwater quest for a computer key. Then for the horizontally scrolling level three you get to use the impressive exo-walker machine taking on all alien comers.

Although it was pretty tough getting to level three in a couple of hours, we nevertheless did get there and even if we haven't finished it yet, it can't be far off now which doesn't bode well for lastability! Admittedly has some nice ideas, there's a bit of variety in the alien slaughtering for once with a different vehicle per level and in places tactical use of weapons and shields is essential. Level tasks are simple though and *Extreme* doesn't aim for large levels or frantic action.

A further problem is having to plough through the rather long-winded level one time and time again — because a trip to the morgue comes quickly on level three — and this doesn't serve as a good incentive to continue. The fixed route through each level is somewhat softened by random alien movement and a disturbingly fast loss of energy if you don't pay careful attention. The slim margin for error sees repetition's ugly head surfacing with prolonged play.

Extreme is a creditable conversion of the colourful Speccy game and there's some good detail in the graphics, the exo-walker is nicely drawn if a little bland colourwise. Unfortunately once you've fought through to level three — not hard — then the only thing preventing you from finishing the game is some fast-moving aliens which shouldn't take too long to overcome. All in all, an imaginative game but far too small and easy.





● Bobbing along in your exo-suit for level two's quest for a computer key.

EXO-TIPS

Top up your energy and weapon ammunition to max before going through Level 1. The pink aliens towards the end of level 1 constantly reappear so don't bother trying to retrace your steps to the energy supply

Fire at the switch on the right-hand side of the red, bubble dropping alien (found to the left of the Level 1's start) to remove the platform over the lava pit.

When you release the crystal from the lava pit, thrust into the top left corner of the crystal room to 'lead' the crystal up and off the left side of the screen. Thrust back through the lava pool, move below the swarm of aliens and slowly trundle left to bring the crystal out of the pipe.

Use your shields and smart frequently to get through the aliens at the end of Level 1.

CREDITS

Conversion by Enigma Variations
Programming: Mark Greenshields
Graphics: Sam Mohabull
Music: Sonic Graffiti



● Blasting the aliens on level one! *Extreme* has a similar Spectrumesque colour scheme to Probe's *Savage*, and also has three distinctly different levels, but lacks lastability.

PRESENTATION 67%
Good loading screen, above-average pre-level mission screens, joysticks/keyboard control.

GRAPHICS 71%
A slight Speccy look to the backgrounds, wimpy aliens and no parallax starfield scroll but presentation, shading and main character are well done.

SOUND 79%
Blasting in-game FX, good lengthy title tune.

HOOKABILITY 66%
Although it looks original with different vehicles and variety of gameplay styles on each level, the blasting action is all fairly simple.

LASTABILITY 32%
The three levels are distinctly different but the first two levels are far too easy while level three is simplistic and overly difficult

OVERALL 37%

Interesting-lookingshoot-'em-up-with variety but severely lacking long-term appeal.

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● If our thief's not fast on his feet it will be time to abort — that security droid is just millimetres away from making an arrest!

SECURIT
ALERT

First Star, £11.50 cassette, £15.50 disk

First Star is an odd sort of company, on the one hand they're responsible for two classic C64 series: Boulderdash and Spy Vs Spy, yet for long periods of time they release nothing. Security Alert is their latest to hit the UK, but even it was actually programmed in 1989. Stuart Wynne goes on the rob...

n this game a security alert is in fact exactly what you don't want. You see you're supposed to be a master thief, and we don't mean a wussy software pirate either, we mean a cat burglar who risks life and limb creeping round other people's premises. At the start of the game you arrive on a motorcycle with a choice of five different buildings and three skill levels. The buildings themselves vary in difficulty, the jewelry store is easiest with the museum, bank, research lab and embassy offering increasingly more sophisticated traps. You can choose to attempt any building at any difficulty level at any time.

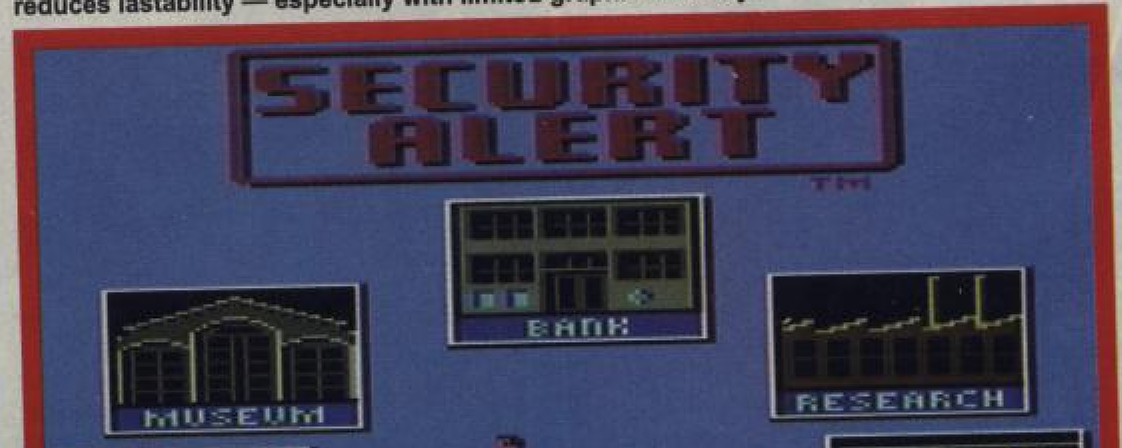
Once the building has loaded, the game proper begins. You must avoid or disable detection devices, evade capture by robot guards, find the special object and then escape (all within a time limit). The buildings have their own layouts and several have a couple of floors. There are seven types of DETECTION DEVICES to counter including a camera, heat/sound/weight detectors and various beams. These can be all defeated, eg a mirror for the camera, you can even destroy them — but this will often set off an alarm! My favourite detection device, though, is 'darkness' which can be defeated by a 'flashlight' (!).

While defeating such elaborate traps you might discover a LOCK on a door or Container (such as a safe). There are four conventional key locks, card key locks and electronic devices operated by Controls. CONTROLS can control up to three devices (detectors, locks or elevators) and range from simple switches



This is one of those games that looks awfully complicated but is surprisingly easy to pick up. The control system is relatively user-friendly and can be very quickly picked up, although occasionally a little fiddly with the joystick.The switchable viewpoints are a nice feature and not just for decoration: for instance, you need to switch to the relevant side view to discover the height of an infra-red beam. Sneaking around, avoiding droids and nicking the loot is good fun, though it's pretty much the same in all the buildings — a few more different security features would have provided a longer stretch of interest.

● The option to start at any building, at any skill level, means good hookability but reduces lastability — especially with limited graphical variety.



LOOKING DOWN ON THEFT

The main screen shows a view of the action, surrounded by a cluster of controls. It looks complex, but is all fairly simply. At the top right there's your memo pad with the time and your co-ordinates. Below this is a strip showing the alert status, and three arrow keys plus a 'T' key. The latter button flicks the main screen between an overhead and a side-on view. The arrow keys rotate this view through 90 degrees so you can look in any of the four compass directions. Then at bottom left there's a scrolling map which shows your position and that of the robot guards. To the left of this there's your inventory, which can contain six items, and at bottom left there's the close-in window. When you press fire on the main screen the object you're facing — eg a lock or a safe — is shown close-up. You can then click on one of your inventory items and drag it over to try it out — a red key on a lock, for example. The key is shown moving forward when you press fire and if it's the right key you see the lock open. To access these special actions you simply press fire twice in the main display, a hand icon then appears which can be moved across the other displays. To go back to controlling your character you move the hand icon into the main display. Using the joystick you can move your character in any of the normal eight directions, you can also make him crawl and jump — which can be vital for avoiding various beams.



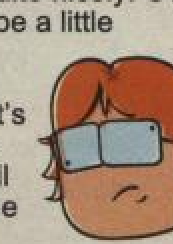
● **The side-on view with our thief having just cracked a safe. A key is inside, but one of the weird periscope-headed droids is about to feel his collar.**

Y

to keypads (requiring two digit codes) to circuit boards (you can cut wires, or jump two of the three wire using alligator clips).

Tools such as alligator clips are found in containers and range from hammers to drills to infra-red goggles to dynamite. There's also time bombs and gas grenades, electronic decoders for keypads, memos (containing hints), even books (not to read, to use as weights!). The skill with which you use these tools helps determine the alert levels — green, yellow, red and white. You can bring the alert level down by avoiding any further detection.

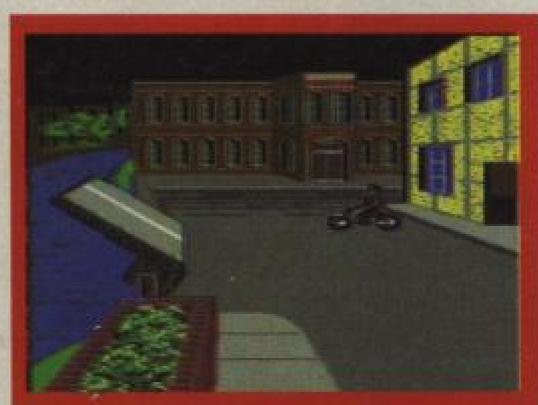
Security Alert is a surprisingly fun little game, at its best it's an imaginative and atmospheric arcade puzzler. All the various tools and security devices have a realistic feel and can really pull you into the game. The overhead perspective is effective and the pretty side-on view is occasionally useful. The addition of faster, more far-sighted droids on higher levels, more security devices and bigger floorplans mean the challenge increases quite nicely. Over the long term it might be a little repetitive — graphic variety is limited and unspectacular — but it's got originality (so rare these days) and is well worth buying for people who fancy a change.



● **Not a bad score, with a drill, jumper cables and a security card in the inventory. You can talk about it all in prison.**



● **Mission complete and our hero makes a flamboyant escape by leaping over the river in a simplistic animated sequence.**



CREDITS

Design: Fernando Herrera
Software: Livesay Technologies
Graphics: Walter Meyer
Sound: David Schroder

PRESENTATION 71%

Amusing intro, animated outro, informative 36-page manual and well-thought-out control system. For cassette owners loading in the mission-select screen and missions themselves isn't too bad. Pity there's no save/load function.

GRAPHICS 73%

A little blocky, and there's not much animation, but the choice of overhead and side-on perspectives is nice.

SOUND 67%

Cheery but basic intro tune and effective in-game spot FX.

HOOKABILITY 76%

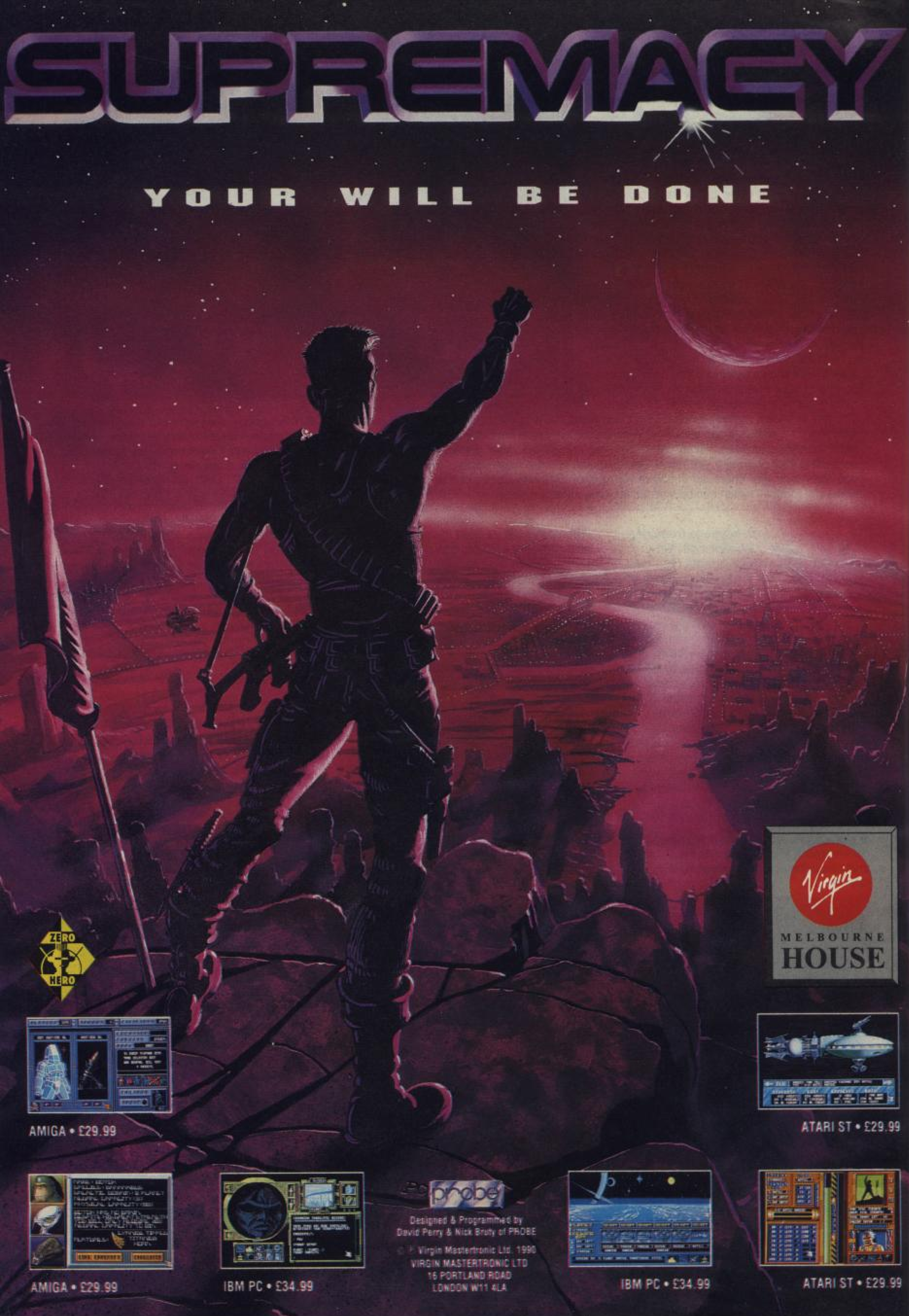
Starts off quite easy and controls are soon picked up. Should become a successful criminal on your first session!

LASTABILITY 72%

Five buildings and three skill levels, not much graphical variety but this life of crime should keep you popping in and out of prison for weeks.

OVERALL 74%

Innovative fun.



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LLOYD MANGRAM'S RRAP

● Your chance to spout forth on the C64 world...

Bonjour, tutti frutti and all that palaver. Welcome to the Eurovision Song Contest with your host, Lloyd Wogan. First off, here's the Swedish entry, 'Bang-A-Bang Boogie'. And you may be interested to know that the song title means 'I Want To Spend Time Fondling Your Nougat'... And next is the British entry with some saucy blonde in a short skirt singing 'Please Save The World And Unite For Europe In 1992'. And the lyrics go something like this: 'Ooooh yes, baby, let's save the environment and the fluffy animals too, ooh la-la-la, let's feed the starving people and pile up the grain mountains, ooh yes, let's do a gimmicky dance, show a leg and impress those stuffy old judges.' And I'm sure we all echo those sentiments.

ELUSIVE ISSUE

Dear ZZAP!
Can you please please please tell me what happened to Issue 72.

We scoured the shops of three towns from the second week in March but couldn't get the issue for April.

Will it be available for back order?

Mrs Anne Rhodes, Dudley, West Midlands.

● *Yes, you can order it from our back issues department for £2.45 (inc p&p). Just use the form in the Zzuperstore.*
LM

A CASE FOR YOU

Dear Lloyd
I think your magazine is absolutely... well it's, it's it's... amazing, fabulous, marvellous, stunning, out of this world, and many more words that I can't think of right now. (Is that enough crawling to get 'Letter of the Month'?) Well anyway here's some questions that you'd better answer or else I'll be round with that chainsaw in the morning to cut off your... Yes, well anyway, on with the questions.

1. How about a case for the cover cassette?
2. How about more posters?
3. Please be honest, have you really got a brain?
4. What's your favourite game of all time?

Terence O'Brien, Co Offaly, Ireland

PS. Please could you find out for me whether mail order services will accept Irish money and if not how much more should I pay as many games they advertise I would like to get but cannot get locally.

● ***1.** You've now got one!*
***2.** There should be some soon (as long as Ed remembers to put them in the middle of the mag!).*
***3.** Yes, Granny says that I inherited my brains from my late Great Uncle Norris, who sadly ran himself over with his steamroller while trying to give it a 'pull start'.*
***4.** I still love to play a relaxing round of* Leaderboard.
The best way for overseas readers to order from mail order firms (and our own Zzuperstore) is by Access/Visa: the currency is automatically converted.
LM

AMIGA UPGRADE?

Dear Lloyd
I am a proud owner of a C64. I think it is great, but I want to make it better. I have been told that it is possible to play Amiga games on the C64 if I get an expansion cartridge and an Amiga disk drive. Is this true?

If it is, where can I get the things, and how much will it cost. I was also told that I would need two power supply units and I would have to link them up. But I don't know how to do this. Do you have to get a special power supply unit or is the link on every power supply unit. The best thing I'd like to ask is how many points can you get in *Robocop 2*? I'm useless I can only get 10 million. Well I'm alright.

Scott Farquharson, Dunblane, Scotland

● *It sounds to me as if someone has been pulling your leg! There is no Amiga upgrade available for the C64, although apparently there's a Spectrum emulator available for the Amiga!*
LM

ENDLESS TIPS

Dear Lloyd
I would like to complain (oh god not another one!) about the fact that a lot of solutions for games are never finished, ie *Night Shift, Time Machine, Lords Of Chaos* etc. It gets really annoying when there's a game you can't finish and suddenly, in ZZAP!, along comes a set of tips. You follow the tips and get to a new level you couldn't reach before. At the end of the section there are promises of more tips next month. The next ish comes, a month later, and you eagerly flick through to the tips to find nothing. This has happened countless times to me and I'm getting annoyed. Another thing, in future please try to make sure pokes and cheats work before printing them. Apart from that ZZAP! in ace. Keep the Megatapes coming.

Now some questions:

1. Is the C64 going cart only?
2. Is *WWF* getting converted to C64 and Amiga?
3. When is *Murder* going to get released for C64?
4. What happened to Rockford and Thingie, the border dudes?
5. Is it true that Phil has become a part-time Sumo wrestler.
6. Is there a cheat mode for *Treasure Island Dizzy*?

R Jones, Merseyside.

PS. If you can't read my

PLAY THE GAME

Dear Lloyd
Just like to complain about some 16-bit computer owners (ie my friends at school!). Not all! But some of those who love to slag off 8-bit machines (my C64). They're absolute hypocrites as far as I'm concerned and just do not know what they are talking about. I know that an Amiga has far better graphics/sound than a 64 but the playability on both are quite outstanding.

A game is about playability not fancy graphics and sonix as my friends seem to think — an 8-bit machine is classed in a different set from a 16-bit machine. One of the things these type of people must consider is the difference between the sets where software prices are concerned — £10 average 8-bit, £25 average for 16 bit — that's a lot of money!

So you people who love to criticize 8-bit machines, class your computer in its own set not another — one day someone's gonna come and boast about his new 'Towns-FM' but that's a different story.

James Collins (a proud C64 owner), Southampton.

● *Yep, James, playability is what's important which is exactly why the 8-bit computers are still alive and well long after some people (who should have known better) predicted their demise.*
LM

EASY DOES IT

Dear Lloyd
After much heated debate inside my head I have decided to write to ZZAP!, the subject matter being mainly to do with games (surprise, surprise!).

I doubt if I am alone when I say that games are now, by and large, far too easy. Looking inside the (oven) large boxes, among the amazing graphics and stunning sound, it transpires that somebody somewhere has left out playability.

It all began last year when I bought C64 *Vendetta*, after reading the 93% review. I'm not going to complain about the far-too-easy gameplay because that has been done already, and I understand that ZZAP! reviews run on a schedule but suffice to say that after having had the game for a few days, I had it already completed.

More recently, I decided to buy *Golden Axe*, being a fan of the coin-op. I was not disappointed on loading the intro and selection screen. However, after only one go, I had got on to level four, and two days later I had beaten it. Question marks hung over the game's 96% Gold Medal status. Even the brilliant presentation and graphics failed to rescue this one, and now it gathers dust on my shelf.

More recently still, I decided to buy *Shadow Of The Beast* on cartridge. Now, I don't know if you know this, but here in Ireland games are charged at extortionate prices in most shops (bar a few): the cartridge cost me a bit more than £19.99, so I was hoping for my money's worth. It looked like I would, with instant loading and ten layers of parallax. The music was absolutely stunning. It appeared as though *Beast* would be a worthwhile investment. Alas, my hopes were shattered three days later when I completed it. I would like to say that I felt quite disappointed, as the end-game monster was easy to beat — it was not difficult to kill it on my first attempt at it either. Also, I would have liked a game-complete sequence too. I'm not asking for something as difficult as Amiga *Beast 2*, but I would ask programmers to please give their games a bigger challenge (like the excellent *Ninja* series), and keep the gameplaying public satisfied.

Now a few questions:

1. Level 4 of *Last Ninja* will not load for me, is there any way of getting a replacement for tape 2 (besides buying a new game)?

2. What happened to the tips section promised for the Think Tank?

3. Why was SNK's *POW* coin-op never converted?

4. In Issue 69, page 44, you said that *Bard's Tale 2* was being rereleased at £2.99. Is this going to be on tape (as was *Bard's Tale 1*)?

Finally, here is a short(ish) program to make your 64 into an art studio (almost). Q, A, O and P move the required direction, press 2 to draw in screen colour and 1 to redraw in black.

```
5 REM *DRAWING
PROGRAM BY ALAN
O'RIORDAN*
10 FOR Z=0 TO 69: READ X
20 POKE 832+2,X: NEXT Z:
GOTO 90
30 DATA
169,29,141,24,208,169,59,141,
17,208
40 DATA
169,32,133,252,169,0,133,251,
160,0,169,0,145,251
50 DATA
200,208,251,24,165,252,201,6
3,240,4,230,252,208,236
60 DATA
162,0,169,0,157,0,64,232,224,
63,208,248
70 DATA
162,0,169,13,157,0,4,157,0,5,1
57,0,6,157,232,6,232,208,241,
96
90 SYS 832
100 SC=8192: XX=100:
YY=100: CO=1
110 LET Y=YY: LET X=XX
120 GET A$: IF A$="" THEN
120
130 IF A$="O" THEN LET
X=X-1
140 IF A$="P" THEN LET
X=X+1
150 IF A$="Q" THEN LET
Y=Y-1
160 IF A$="A" THEN LET
Y=Y+1
165 IF A$="1" THEN CO=1
166 IF A$="2" THEN CO=2
170 LET
L=SC+(INT(Y/8)*320+8*INT(X/
8)+(Y AND 7))
180 IF L≤8192 OR L≥16191
THEN 110
190 LET XX=X: LET YY=Y
200 IF CO=1 THEN POKE L,
PEEK (L) OR (2@(7-(XX AND
7)))
210 GOTO 110
```

I'll leave you now. Long live ZZAP! and keep up the good work, Lloyd. Please print this — it's the first letter I've written in six years!!

Alan O'Riordan, Cork, Ireland.

PS. Many thanks to Darren Burkey for the excellent music program.

PPS. Tell Mr Ennimore that I also read Terry Pratchett's books — Mort was the best!

● ***Thanks for writing, Alan: for the 'Letter of the month' you've earned yourself a £40 software voucher. Hopefully you won't wait another six years before writing again!***

***Robin agrees with you that games are getting easier (though he finds them all easy!) and points out that many old classics had no ends, so you could never complete them. Mind you, there are still super-challenging games being released such as* Rainbow Islands *and* Creatures.**

1. I would send it back to System 3 if I were you. They're usually very helpful, they even do a special hints phoneline.

2. Boris has offered to do a special tips section — what do other readers think?

3. That's a real mystery. Robin tells me it's a good coin-op.

4. Unfortunately* Bard's Tale II *is disk only and has already been deleted from Electronic Arts' 'Star Performers' rerelease label.

LM

handwriting, don't worry, neither can I.

● ***Crikey, poor old Robin's getting it in the neck this month, so here he is to defend himself...***

ROBIN: Well it's like this, with so many new games coming in all the time I don't have the time to do complete solutions to them all. Usually I just the print first level to encourage you lot to send the rest in. Also, there's also never enough space and sometimes newer stuff bumps older stuff out. But in short as you can see from my* Saracen Paint *pics I'm no artist and doing maps takes lots of time! I'm hoping to get someone to help out soonish, but in the meantime remember if you do a complete solution, with clear, neatly drawn maps of the all levels fit for printing, then you can win £30, or even £50 worth of software. Maps to

Level 4 onwards of* Turrican II *would be very welcome at the moment, a solution to* Gauntlet III *or perhaps some of the games in this issue would all be very welcome.

LM: Thanks, Robin.

1. No, even most of the software houses producing cartridges plan to continue releasing games on tape and disk.

2. Yes, probably, Ocean had some wrestling footage at the ECTS so it looks like they're doing something on this popular subject.

3. It is already available (on disk only).

4. They were kidnapped by aliens.

5. Yes, his fighting name is 'Lard Mountain'!

6. Robin hasn't found one.

LM

OLD TIPS

Dear LLoyd
I am writing to say that I am a new reader of ZZAP! and that I think that it is a excellent magazine and well worth buying. Anyway I think that you should print a brochure with next month's magazine, this will have all the pokes and maps for games which have been in it so far. Because I am a new reader I have missed most of these therefore this would become of great use to me and many other people who have just started reading ZZAP!.

James Sleigh, Cheadle Hulme, Cheshire.

PS. Use this idea every year.

● ***There's no way we can fit all the thousands of tips for every game, but in our series of tips booklets we're trying to cover as many golden oldies as possible.***

LM

PUZZLING PAIR

Dear Lloyd
Many thanks for the two puzzles given with ZZAP! Issue 72. *Bombuzal* has kept me up for quite a few nights to reach the 'gold' level and most enjoyable it is too. The *Zybex* listing in the poke pages, however, has proved to be a total enigma. I removed the obviously superfluous DATA statement in line 170, checked the rest of the program, typed it in, ran it, and loaded the game. Nothing had changed. I tried the listing on my copy of the original game with the same result, then it

occurred to me that maybe the Welshman was seeking revenge for the defeat of his national team at the hands of the English, in which case may I apologise to him, and them, add that our lads didn't mean it, honestly, and they will give the ball back if he prints a listing that does work. Oh yes, if he's wondering which shape of ball I'm referring to tell him both will be returned if he will also print a *Gryzor* listing which works, unlike the one in ZZAP! Issue 42, which didn't. Moaning over.

One last comment I would like to make concerns the advent of the 64's big brother, perhaps on a more positive note it has spurred programmers of the 64 on to greater things, just a thought.

All the best to all the staff.

Garry McDade, Sunderland, Tyne & Wear.

● *Robin apologizes for the* **Zybex** *listing, albeit in an unusually high voice! Unfortunately he'll have to stay a soprano for the moment because he can't find a working version.*
LM

ON THE RECORD

Dear Lloyd

I have written to say that I think it's appalling that there's such a small number of musical management games for computers today (ie absolutely zilch). I own a Commodore 64 and as far as I can see the only game that involves musical management is *Rockstar*! This game has no depth about it at all and it only lasts for one year. So if you earn 10 million in that year then it all goes to waste. Maybe something along the lines of *Football Director* but to do with music is what the the public are screaming out for. It should have a lot of depth with choices such as where to gig, where to stay when touring, whether or not to go on world tours, which record company to sign to, whether to do special appearances at record shops, choose support groups from a list given, different skill levels, recording studios and a top 40 instead of top 10. I think people would appreciate a game such as this because I know I could do with one. So come on software houses, let's produce a tidy game.

Richard George, Pontypridd, Mid Glam

PS. ZZAP! is cool as ice and as slippery as half a pound of lard.

PPS. Long live the Smiths.

● *Apart from the ancient* **The Biz** *I can't think of any other music management games. Maybe someone could do one as a licence of a pop star — just so long as it's not Chesney Hawkes!*
LM

PLANS AHEAD

Dear Lloyd

ZZAP! 64 is the best mag ever.

Here are some questions:

1. Are there any plans to make *Venus The Flytrap*, *Z-Out*, *Lemmings* or *Beast 2*, on the C64.

2. What's the best game from Manfred Trenz?

Ralph Meentens, Holland.

● ***1.*** *The only one that will probably make it onto the C64 is* **Lemmings.**
2. *The incredible* **Turrican II.**
LM

TV TIMEOUT

Dear Lloyd

I know you'll listen to me as you're such a lovely man. Where is it possible to get a copy of *TV Sports Football* for the C64? I've been looking for ages, but no-one, sadly including the Zzuperstore, seems to have it any more. Even Mirrorsoft don't have the game, so what can I do? Is it possible it might be rereleased as a budget game or even on cartridge? Please could you find the time to wield your mighty detective powers and help us frustrated US Football groupies out of a (particularly) sticky hole.

Yours, An LA Rams fan who WOULDN'T LET IT LIE!!

Ben Howell, Somerset.

● *Sad to say, Ben, this excellent game has been deleted by Mirrorsoft and is therefore no longer available. Being disk-only it's not suitable for some budget houses, but as a few are now doing budget disk games it may yet be rereleased. Mirrorsoft are looking into it and we'll bring you any news as soon as possible.*
LM

ORIGINAL IS BEST

Dear Lloyd

I've bought ZZAP! through the years and one thing that strikes me is the character of the magazine — I have reread my old copies many times! The C64 has been through rather hard times these past few years, for example companies making the 16-bit computers their prime coin-op conversion computers, often making a quick, unprofessional 'fill-in' product for the C64. An example of this is US Gold's *Strider*, and Ocean's disgusting *Chase HQ*.

Yet! A light has shone through these times in the shape of original games produced by the likes of Thalamus and Hewson. The original games are often remembered, I still avidly play *Wizball* and *Hunter's Moon*.

Recently, the few games to stand out are ones that have had hardly any hype — unlike many licences. My favourite game at the moment is *Turrican II*: I line up Manfred Trenz with the likes of Martin Walker, Andrew Braybrook and Sensible Software as the all-time greatest C64 programmers.

In *Turrican II* I think the C64 has been pushed as far as it has been yet. I have not, to this day, seen graphics more impressive for superbaddies on both machines, for their character and attitude.

The mag is going well,

See ya,

Max Sarasini, Rugeley, Staffs.

PS. Where have all the bananas gone?

● *Original games benefit from not having the content restraints of licences, so their programmers are free to make radical design changes to improve the game. Conversion teams usually have to keep pretty close to the coin-op or other computer version that they're converting, so if that original version is poor the conversion probably will be too. They also often have to work to tighter deadlines. Coin-op conversions are a heckuva lot more professional and playable than they used to be, yet on the whole few have the imagination and addictivity of games written from scratch.*
LM

WHERE'S THE OLD MAGIC GONE?

Dear ZZAP!

I have a few points:

1. Quite recently I bought my second C64. I used to own one about three years ago (about the time *Great Giana Sisters* was released). I loved the games in them days and I thought I'd try to relive the magic. Having not seen ZZAP! 64 for ages I bought that as it was always reliable with Julian and Gary giving good, intelligent reviews. Seeing that they were not in the mag anymore, I decided to put my trust in the new lads. I bought *Golden Axe* as my first game on disk, rushed home and booted it up. What I saw blew my mind away. The C64 had grown up, a hell of a lot. The graphics were great and the sound was knockout. Was this the computer I used to play *Choplifter* on?? Having then come back down to Earth I played on... and on. Wait a minute, something isn't right, I'm bored. It's a basic chop, then more chop then move. Nothing more. Having played on I then turned it off highly disgusted. The next time I played it I completed it. I'm not blaming Probe software at all, the graphics and sound are outstanding. Its just that *Axe* is an arcade conversion and has to be followed correctly. This also goes for *SCI*, *Super Monaco GP* and *Turbo Out Run*. They are fine games but not original. Can't somebody write them anymore. I remember classic 80s games like *Jumpman Jnr*, *Paradroid*, *Gribbly's* and many more.

Probe could do better with original software rather than rehashes of arcade games. Well I suppose the call is there for them so what can I do to change them.

2. Cartridges are very welcome in my books. They take the Commodore into the 90s. Thank you to Ocean and System 3 for the software support.

3. Review budget games in a full page format seeing as games for the 64 are not being released a lot recently. I know budget games do not support ads for the mag, but they are commonly bought. Don't just slap them in a little box.

4. I am not pointing out that you didn't review *Golden Axe* properly. You can't argue with

HACK ATTACK

Dear Lloyd
First of all let me compliment you on your great mag! Here's some of my reactions to the letters you received from a certain Mr G Force and a dude called Jim G Athem (probably both LAMERS!).

Legend indeed released a cracked version of Ocean's *Shadow Of The Beast* on Christmas Eve!

Many of those hacker groups sell those games and like that they earn enough money to buy their originals from their supplier (and to buy sufficient hardware).

I think it's very true with a lot of games on cart that they could have been easily published on disk or tape, because most of them don't take advantage of the cartridge's capacity!

Most software houses are far too lazy to make a clean version of their OWN GAME! It's very uninteresting to always have to load frozen games which still have parts of, for instance, sprite-editors in it (eg *RoboCop I* — eh, Ocean?).

Within my knowledge there isn't ANY game on cartridge that had been protected!!! All of them use a STANDARD loading system so that it is very easy to hack them! WHy don't those software houses hire someone who's able to protect those games like they should?! (timer protection on a cartridge would be really HARD to crack!). In a German magazine called 64'er there was an interview with Antihack of Legend, he offers to do the protections to the software companies, for payment of course! If some of the companies are interested they should contact 64'er.
Stormlord/WOW, Germany.

● ***Cartridge software has only just restarted on the C64 and obviously it's taking time to work out things such as copy-protection. Cartridges offer a lot of potential for games though and it would be a great pity if piracy reduced sales so that they're abandoned. Already System 3 have dropped plans for cartridge-only development which is a great shame.***
LM

reviews, they are personal and differ between person to person.
5. These Megatapes are great. How about slapping on really 'hard to get' games from years ago like *Doomdark's Revenge*. I'm sure they will be popular. Keep up the good work and thank you for letting me get my view across.
Lee R Bolton, Swinton, Manchester
PS. My girlfriend is probably the best gamesplayer ever. ANYBODY FANCY TAKING ON LINDSAY ON *DELTA*??? BYE!!!

● ***1. Haven't you played*** **Turrican I & II** ***or*** **Creatures?** ***Good original games are still being produced.***
3. We'll probably do this for the better ones — as with **Spike In Transylvania** ***last ish.***
5. As a matter of fact, we'll be putting both **Doomdark's Revenge** ***and*** **Lords Of Midnight** ***on future Megatapes. We're always on the lookout for good games that have been deleted and are therefore hard to get hold of.***
I don't know about **Delta,** ***Robin hasn't played it that much, but how about*** **Armalyte?** ***Drop us a line or give us a call and we could arrange a challenge. We're hoping to do another reader challenge soon anyway!***
LM

STICKY POINT

Dear Rrap (oops, I mean Lloyd) Please please please would you tell the guys down at Sticky Moments to get their b****y facts right. In ZZAP! No.71 the guys (no offence, girls) said that the Cheetah Annihilator was only available with the C64GS console. Not true!, because you can also get them with the Commie Night Moves pack! Tell me why you said this before I blow you up with an atomic bomb, be quick, I'm counting 5-4-3... BANG! Damn, it bloo up in my face.
Ed in boring wood, Borehamwood, Herts.
PS. Better print this
PPS. Or I'll blow your b****y head off with my iracie (do you mean Iraqi? — LM) super gun!

● ***We all make mistakes (I think mine was printing this letter!).***
LM

SPECTRUM SALVATION!

Yo Lloyd
Let me tell you a story (edge of the screen goes wobbly and then everything turns black with yellow polka dots). Two years ago my mum said she would buy me a Spectrum for Christmas (shock horror). She went off to town and then brought back some bad (at the time) news: all the Spectrums had been sold out!

My Aunty Mary then arranged with my mother to buy her son's C64 for just one hundred quid! And I am now the proud owner of an old and battered C64. So as you can see, that twist of luck had stopped all hell breaking loose (well, me getting a Spectrum)! So if you think your luck's run out say, 'Well I've still got my C64', and the world's a better place to live in. Now a few (thousand) questions.
1. Why are bananas yellow?
2. Is Phil King really that fat?
Well I must go now and talk to my C64, then watch old and obscure chocolate wrappers dance. Ta-ra.
Terence Dooley, Gorton, Manchester.

● ***1. Because they'd look stupid if they were purple.***
2. Yes.
LM

POOR PHIL

Dear Lloyd
Why does everyone take the micky out of poor Phil? I think Rob and Stu don't have the same weight behind their reviews. And what's wrong with his Metro? They're very good cars, economical to run and surprisingly fast. They're just like Phil: simply brill!
Mr Austin-Rover, Cowley.

● ***Maybe someone should start a Phil fan club? I would join it!***
LM

ANOTHER CLASSIC LISTING

Dear Lloyd
To start off with I've got a complaint. With ish 70 I received a Megatape (correction, 'the Megatape') but it wouldn't load so I sent it to the Megatape Clinic. I still haven't got it back.

I think that Darren Burkey has the right idea sending in your programs so here's mine:

```
5 REM WHO'S STOLEN THE
CURSOR
10 PRINT "❤"
20 GOTO 10
```

Well I bet that impressed you. Questions:
1. Why was *Nightbreed* never reviewed?
2. How did *Slayer* get 90%? It is obviously a take-off of the graphically superior *IO*.
3. Why was *IO* never reviewed?
Chris Hawkins, Chesterfield, Derbyshire.

● ***Sorry about the Megatape, I'll send you another.***
1. We had a look a the first level of a pre-production copy, but needed more for a full review. Unfortunately by the time we did get a copy the game was rather old and we hadn't the space in the relevant issue.
2. That was a very long time ago. But in any case at a budget price Slayer was pretty amazing, most budget games rarely stand serious comparison with good full-price titles.
3. It was, it got 80% in Issue 35.
LM

...And now what you've all been waiting for: the end. And the voting. It's nil points for all the songs 'cause they're all so naff, and ten trillion zillion points for all the people who really didn't have anything better to do on a Saturday night other than watch this load of tripe.

But what do you think? Maybe you like hearing the same song sung in several different languages. Send your points to *Newsfield Ltd, Lloyd Wogan, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.* But don't please bother singing.

ARE YOU GOING TO HAVE PROBLEMS GETTING THE FIRST ISSUE OF



IT'S NO GOOD JUST BARGIN' INTO YOUR NEWSAGENTS AND THREATENING TO KICK HIS HEAD IN IF HE'S SOLD OUT!
WHY NOT ASK HIM TO ORDER YOU A COPY...
IT'S CALLED 'ACNE' - IT'S BRITAINS FIRST ALTERNATIVE KIDS COMIC, AND IT'S NOT FOR SALE TO ADULTS OR BORING OLD FARTS!! - ON SALE JULY 26TH!

DON'T MISS IT!

The Scorelord's HIGH-SCORING HEROES And Charts too!

Welcome to my new column. It's the only good bit in the mag, I know, but well worth 2.2 of your Earth pounds (.0002573 of a space credit) anyway. And here's a bonus for you: from now on, as well as presenting your pathetically low scores, I've taken control of the charts. Ah, the power! This month it's just the usual one generously supplied by Centresoft, but I thought it would be interesting to compare this to a readers' chart, so send in those votes for your favourite three games now and you could win £30 worth of software!

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

BLOOD MONEY (Psygnosis)
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford
219,200 (Level 4) Mark Leigh, Middleton, Manchester

BOMBUZAL (Imageworks/Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)
748,700 (Completed) Mark 'SCI' Godwin, Backbarrow, Cumbria

CJ'S ELEPHANT ANTICS (CodeMasters)
20,661 (Switzerland) Ian Fletcher, Dibden Purlieu, Southampton

CREATURES (Thalamus)
11,375 (Completed) Mrs Rhona J Adams, Old Town, Swindon.
7,106 (Completed) Martin Jones, Stetchford, Birmingham
6,978 Peter Spalding (WIZ), Bangor, Co Down

FLIMBO'S QUEST (System 3)
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Suton Park, Hull
70,190 (Completed) James 'Homer' Gowing, Plymouth

GHOULS 'N' GHOSTS (US Gold)
4,364,900 Nathan Rees, Cyncoed, Cardiff
4,361,800 Peter Spalding, Bangor, Co Down
4,201,900 Simon Knott, Radstock, Avon.

MY TOP THREE GAMES ARE:
1 ....
2..
3 ....
MY FAVOURITE FRUIT IS A..................
NAME..
ADDRESS......................................
....
....
..........................**POSTCODE**..............

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$786,891 Mark McGarry, Larne, N Ireland
$478,501 Richard Bentley, Haworth, W Yorks

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$3,530,000 Shane McElroy, Newry, Co Down
$2,000,000 Paul Waight, Dunfermline, Fife

KLAX (Tengen/Domark)
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
2,116,100 (Wave 53) Richard Bentley, Haworth, W Yorks
1,505,930 Chris, Wilkins, Upminster, Essex

KWIK SNAX (Code Masters)
4,224,050 (Completed) Scott Leach, Sutton Park, Hull
3,186,700 Vince Emmerson, Ramsgate, Kent
914,850 James Shreeve, Norwich, Norfolk

MIDNIGHT RESISTANCE (Ocean)
800,028 Robert Swindells, Parkstowe, Dorset
124,735 Russell Mace, Killamarsh, Sheffield
112,560 (Completed) Rich Young, Bispham, Blackpool

NAVY S.E.A.L.S (Ocean)
42,285 Rob H, ZZAP! HQ

NIGHT SHIFT (Lucasfilm/US Gold)
$77,480 C Maddocks, Killamarsh, Sheffield
$44,062 Jaco van Rÿn, Katwik, Holland

NINJA SPIRIT (Activision)
624,600 Chris Wilkins, Upminster, Essex
249,400 Simon 'Oik' Blencowe, Banbury, Oxon
204,250 Tristan Thom, West Lothian, Scotland

NINJA WARRIORS (Virgin)
220,270 (Completed) Brad 'Mav' Kerr, Birkenhead, Merseyside
204,880 (Completed) Marcos 'The Muke' Simpson, Northwood, Middx
203,540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester

PUZZNIC (Ocean)
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium

RAINBOW ISLANDS (Ocean)
10,433,320 (Completed) Sandy McBlane, Prestwick, Ayrshire
8,347,532 (Completed) 8,347,532 Andrew Hammonds, Somewhere Over The Rainbow
6,901,120 (Completed) Andy 'the software king' Callow, Walsall, W Mids

RETROGRADE (Thalamus)
3,185,675 (Completed) Simon Hudson, Hillingdon, Middx
2,388,990 (Completed) John 'Laz Gun' Hill, Outer Mongolia
2,040,125 Rory 'Retrograde' Stamp, Barngarth, Cumbria

RICK DANGEROUS 2 (MicroStyle)
30,920 Ian Fletcher, Dibden Purlieu, Southampton

ROBOCOP II (Ocean)
4,329,000 Paul Turville, Churchdown, Glos
4,240,000 Ian Fletcher, Dibden Purlieu, Southampton
2,310,000 Rob H, ZZAP! Police Dept

SHADOW WARRIORS (Ocean)
391,200 (Completed) Paul Gregory, Wesham, Lancs
183,100 (Level 3) Thomas Clark, Blantyne, Strathclyde
160,300 (Level 3) John Porter, Letchworth, Herts

TEENAGE MUTANT HERO TURTLES (Imageworks)
17,666 Ian Fletcher, Dibden Purlieu, Southampton

TIME MACHINE (Vivid Image/Activision)
7,786 Ian Fletcher, Dibden Purlieu, Southampton

TURRICAN (Rainbow Arts)
9,857,900 Robert McDowell Jnr, Petersburn, Lanarkshire
7,685,250 (Completed) Simon 'Fidget Bum' Bradley, Bodmin, Cornwall
2,399,866 (Completed) Rik de Vreede, Naaldwÿk, Holland

TURRICAN II (Rainbow Arts)
12,903,690 (Completed) Batty, Boston, Lincs
9,282,150 C Maddocks, Killamarsh, Sheffield
6,582,490 (Completed) Richard Smith, Almondbury, W Yorks

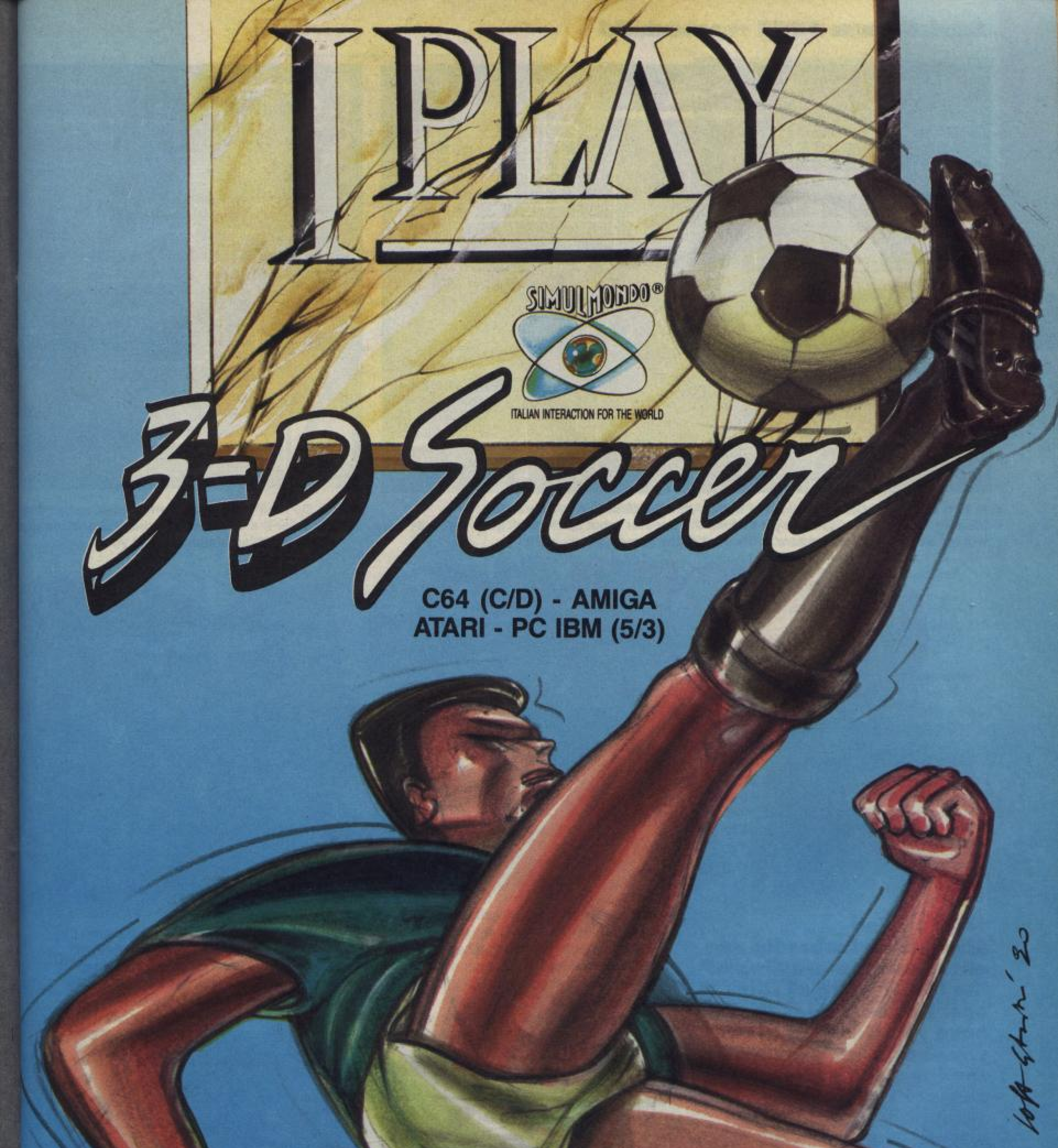
VENDETTA (System 3)
41:21 (Time left) John de Vugt, Roosendaal, Holland
38:56 Rich Young, Bispham, Lancs
38:43 Andy 'the software king' Callow, Walsall, W Mids

WELLTRIS (Infogrames)
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!
5,357 (61 lines) Stuart (Whining) Wynne, ZZAP!

The July Charts!

1	Back To The Future III (Imageworks)
2	Power Up (Ocean)
3	It's TV Showtime (Domark)
4	Turrican II (Rainbow Arts)
5	Golden Axe (Virgin)
6	Winning Team (Domark)
7	System 3 Pack (US Gold)
8	Creatures (Thalamus)
9	Last Ninja III (System 3)
10	Narco Police (Dinamic)

And don't forget to vote for your fave three games!

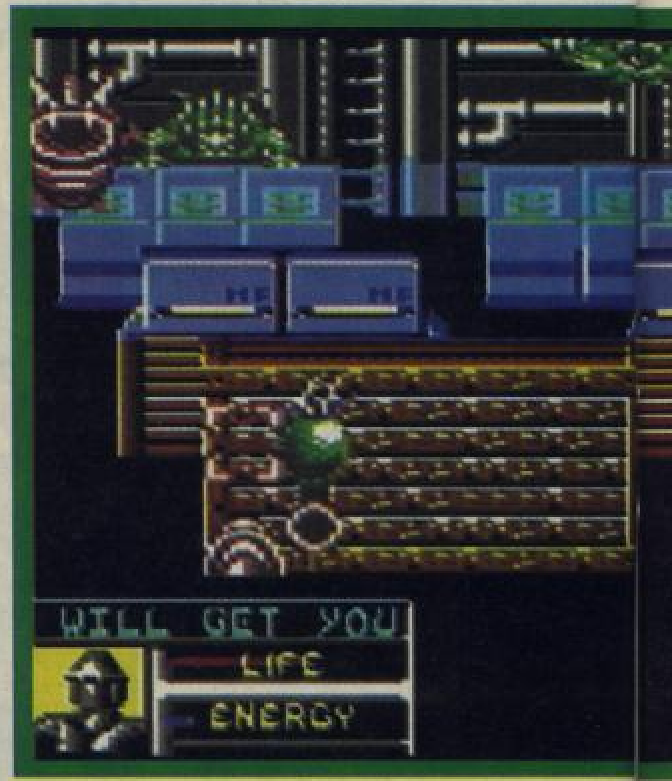


AMIGA SCREENS





● Two aliens co-operate to trap one of the Alien Busters! The two hero sprites are identical because Tiertex have yet include the Scooter robot sprite. If all goes well players will have a choice of characters at the start of the game.



● This *Op Wolf*-style shoot-'em-up section has thre eve scrolling, for the crates and packaging, and there's ma wonderful beasties jumping out at you.

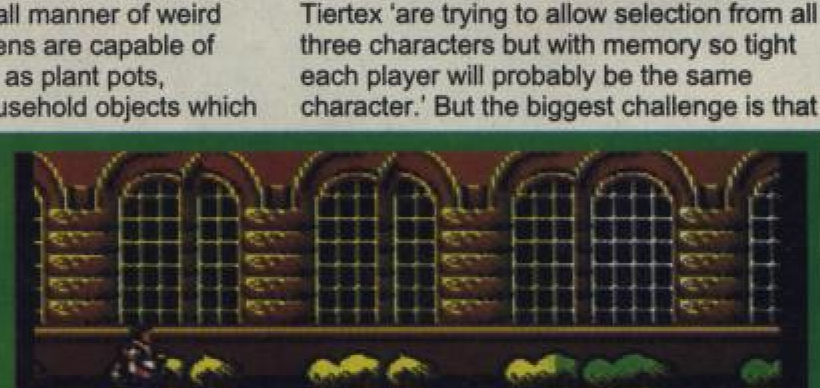
GOING DOW A STORM

Sega's *Alien Storm* is undoubtedly one of the most interesting of the latest wave of coin-ops. Not only does it have the standard blow-your-socks-off graphic routines, it also has an unusual range of gameplay which has pushed Tiertex to what looks to be their finest hour yet on the C64. Robin Hogg interviews programmer Mike Ager about US Gold's latest coin-op extravaganza.

The mega-blastin' coin-op is set on Earth, some undefined moment in the future when games programmers' favourite nightmare has come true — aliens have landed. Apparently this bunch of aliens have been forced to leave their home planet 'through lack of environmental awareness' — hmmm, ah well US Gold always did like to be trendy.

Anyway, a huge mothership has arrived in orbit and sent forth all manner of weird creatures. The first aliens are capable of disguising themselves as plant pots, dustbins and other household objects which really makes our alien-busting heroes' shoot-'em-up activities seem a tiny little bit odd! Fortunately the aliens are quick to get confident enough to appear in all their natural hideousness and mass panic results!

The original coin-op was a three-player game with Gordon, Karla and Scooter — AKA the Alien Busters — taking on the evil and nasty baddies simultaneously, each with their own unique experimental weapon. The C64 version allows just two players on screen. However, Tiertex 'are trying to allow selection from all three characters but with memory so tight each player will probably be the same character.' But the biggest challenge is that



● Oh no! It's the attack of the aliens disguised as Xmas trees. Only our wily heroes can spot them stealthily sneaking around town!



e ...vels of super-smooth
al manner of weird and

TIERTEX TEXT

The Manchester-based programming company was founded three-and-a-half years ago by physicist Dr John Prince and electronics engineer Donald Campbell. From the start, Tiertex was dedicated to coin-op conversions and US Gold with Spectrum *720°* being their debut product. Subsequently they've done only three original titles: *Indiana Jones & The Last Crusade: The Action Game* (in association with Lucasfilm), *Italy 1990/Italy 1990 Winners Edition* and *Strider II*. The latter was US Gold's own sequel to their conversion of the original Capcom coin-op, but as yet talk of turning it into a coin-op remain just that. For the moment the company has its hands full not only with *Alien Storm*, but also *Mercs* and a couple of other, top secret projects.

Tiertex softology: *Last Duel, Human Killing Machine, Streetfighter, Thunderblade, Rolling Thunder, 1943, Black Tiger, Dynasty Wars, Indiana Jones: The Action Game, Italy 1990, Italy 1990 Winners Edition, Strider, Strider II, Days Of Thunder* and *UN Squadron*.

Company motto: Filling the screen with magic!

Storm includes three totally different games, this has meant it's 'taking longer than expected to write.'

To refresh your memory, the coin-op has six missions each split into three sections using the different gamestyles. Section one is a slow-scrolling fight scene where you battle aliens at close-range, desperately trying to avoid being poisoned, bitten, punched, whipped, thrown or eaten! Survive this and there's a 3-D shoot-out section, you have a first-person perspective of a shop which parallax-scrolls by with various aliens suddenly leaping out at you. Then finally it's a fast-scrolling running section were you chase after the aliens, trying to stop them escaping.

'The biggest challenge is that *Storm* includes three totally different games'

REPULSION

The specific team responsible for converting this monster coin-op are graphic artist Wayne Billingham and ex-Software Creations programmer Mike Ager (*Peter Pack Rat, Denarius* and *Sly Spy: Secret Agent*).

'It will, of course, have to be multiload as the sections have very varied graphics and code. We are trying to lessen the loads partly by changing the order of stages within a level and putting different stages into one load.' Programming 'started with the slow walking section then the running stage and finally the harder 3-D section. The majority of the game code is written for all three sections but the aliens which appear in later stages still need to be put in as well as linking the levels.'

Unsurprisingly the 3D sequence provided the biggest programming challenge. 'It is by far the trickiest on all formats, being a four-overlay parallax scroller with sprites needing to walk in between all levels. On the Commodore the levels are built from characters and shifted in a frame like the arcade.

'The aliens run between the shelves but their size is limited. One alien runs behind the shelves then jumps at the player. This alien peeps over the shelf to check there aren't too many sprites already on screen before expanding to its full size.'

Tiertex are famed for their quality game presentation and *Storm* has a nice intro where the team scramble from hamburger stall. Unfortunately 'due to development time and graphics room the introductions will most likely be cut.'

It's a shame but no-one likes being slowed down by lengthy intros loading, the important thing is the gameplay which the team are confident of capturing. They certainly like the original coin-op. 'The 3D section has to be the most fun, destroying the backdrops and causing mayhem all round. The alien graphics are interesting as they are quite frankly repulsive!'

BLITZ

The actual programming itself of *Storm* is being done on an Atari ST, a common system that's also used by Ocean among others. It's the ST's memory that gives more room for the

TECHIE



● The running section boasts some super-fast scrolling.

to mess around with and the finished code can then be downloaded to the C64 for testing. 'Graphics are being grabbed directly from the arcade board using Amiga HAM digitizers — these are used as a guide for C64 graphics. Actual sprites have had to be drawn by hand for the 64 because of sprite constraints. Backdrop graphics were converted using a utility on an Amiga.'

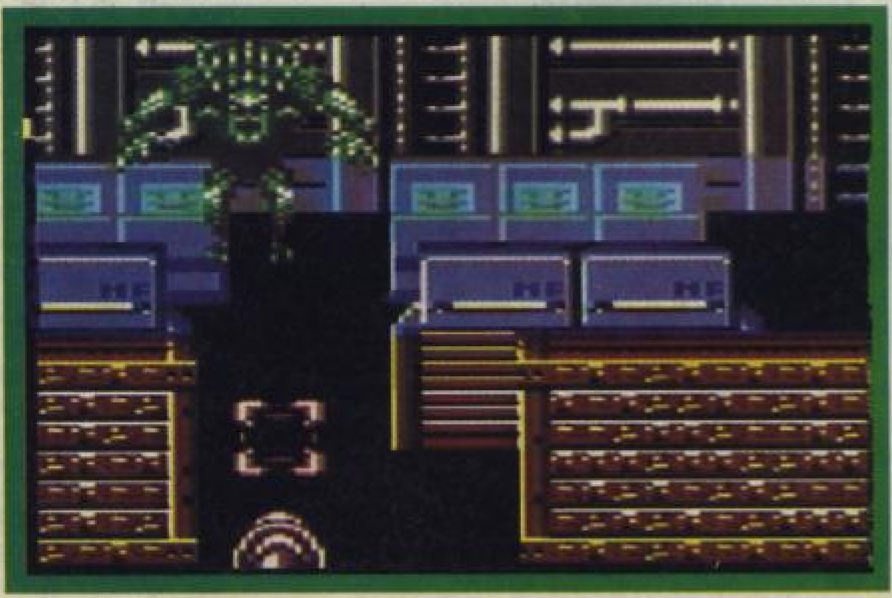
Packing all this into a C64 is quite a challenge, in fact 'there are 16 different alien types in total. The number of animation frames ranges from three, for the blobs, to around twelve for the tentacle beast which is built from seven sprites. The largest graphic so far is the 3-D section gremlin which, when jumping at you, expands to ten sprites being 84 by 96 pixels. The carrot-shaped mutating alien should be four sprites wide by six sprites high when it's put in.'

All this leaves little room for music which is 'composed on a synth then uploaded via Midi to an ST, then given C64 voices.'

Although *Storm* still has a way to go before being completed it's looking very hot. As you can see from the screenshots the graphics are big, bold and very colourful. The imaginative coin-op variety has been perfectly preserved with some effective animation — the main character's big, somersaulting leaps are particularly nice — and scrolling on all the sections is silky smooth. As long as multiloading isn't too bad — and the levels are big enough to minimize irritation — Tiertex's latest seems surely destined to be a big summer hit.

Alien Storm is due out from US Gold in September (prices to be announced). Check out next month's ZZAP! for an exclusive review.

● Agh! An alien beastie pounces. Has our hero time to blast him or is he due for a sticky end?!



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The Fuzzy factory



● As always with the Bros, presentation provides a useful distraction from game coding. Steve's tile page has a stylish *Raiders Of The Lost Ark* look.

It's birthdays all round this month, with Steve celebrating both his own 20th birthday and that of `Girlfriend Of The Week', Miss Sandra Boe, a Mancunian he met while partying in Majorca. Amazingly enough with all the celebrating the Rowlands Bros still manage to do a bit of work; finishing another torture screen, getting Clyde to walk up hills (gasp!) and even swatting a fly (murderers!).

Wednesday 27th March

John: A lot of modifications have been made to the original *Creatures* source code today. These included modifying selected colour splits on the 'Get Ready' screen, modifying Clyde's fire routine so it only uses two-sprite animations, and probably the most outstanding modification of the day was to extend the playing area of each Torture Screen into the top border.

Steve: Before I get started with this instalment I would like to wish Sandra Boe a very happy birthday.

I'm now bringing the first Torture Screen to a conclusion. I was working on some balloon-popping animations and some speech bubbles. One was for the poor Fuzzy on the barbecue spit; the other for an awkward sort of guy that doesn't want to die.

Friday 29th March & Monday !st April

Bank holidays. (Great excuse for frequent trips to Southend-on-Sea to check out the latest arcade machines and consume gargantuan amounts of junk food.)

Thursday 4th April

John: I've been writing a collection of small routines which can be used together to adjust the text characters used in the game. I can flip them upside down (useful for reflections and shadows), inverse them (depending on whether I want to pulse their colours or colour-split them) and copy them to sprites (therefore making it easy to move them on the screen).

I also made the weapon tablet appear as soon as you pull down and press fire, getting rid of the short delay that was in *Creatures*. This also had the advantage of automatically fixing the bug which made it possible to, on certain occasions, make Clyde fire out weapon icons instead of a large flame!

Steve: I'm adding more and more sprites to the TSA (Torture Screen A) sprite, and memory is rapidly running out. I am going to have to take out a very nice-looking two-sprite explosion that goes 'BOOM' and replace it with a one-sprite mushroom cloud explosion.

Tuesday 9th April

John: Due to a few people (okay, a lot of people) complaining about the fact that Clyde doesn't walk up slopes but has to jump up them, I've decided to... take out all the slopes in *Creatures II*. No, no, no — just kidding! I've spent a day or two making Clyde walk smoothly up and down slopes.

One way of trying to figure out how to complete a Torture Screen is to pause the game as soon as it appears, therefore giving you unlimited time to work out the best way to do it. So the new pause mode blanks the screen leaving just the status area, Clyde and his bullets (and putting them into black & white, which looks quite tasty).

Steve: I haven't got the faintest idea what the music for the Torture Screen is going to be: that's why I'm looking through old disks (again). I've come across a bit that takes my fancy but will need a bit of work.

Now I have some sprites left in the TSA bank I can add some some clouds to put in the top border and a cool dude sun with shades to put up in the sky.

Thursday 11th April

John: All the required sprites are now split correctly for the Torture Screen, with movement and animation code to be added soon. There's quite a collection of routines written which will be used by the other Torture Screens. So as more and more screens are created, there will be less routines to write.

Steve: Guess what today is?... Happy birthday to me, happy birthday to me, happy birthday to meee-eeeee, happy birthday to me — rapturous applause and big pressies.

Today saw the completion of two bits of music, first was the Torture Screen music, second was the stonkingly good Get Ready music.

I've been working on the animations for Clyde. When he gets too near fire he spontaneously combusts with flames all around. Also, I've designed a Magic Potion bottle which, when collected, gives you a new weapon. This cuts out the famous shop (which has been in all our games until now), but does give instant access to the new and old weapons.

Oh, by the way, thanks to Ben and Technosis for the B'day card.

Wednesday 17th April

John: The Torture Screen has been coming along really well. When a specific

creature is killed a Magic Potion rises out of the ground, which looks quite neat. Spent ages creating the colour table for the potion and, in the end, decided to occasionally flash the entire animation white as with the MPCs in *Creatures*.

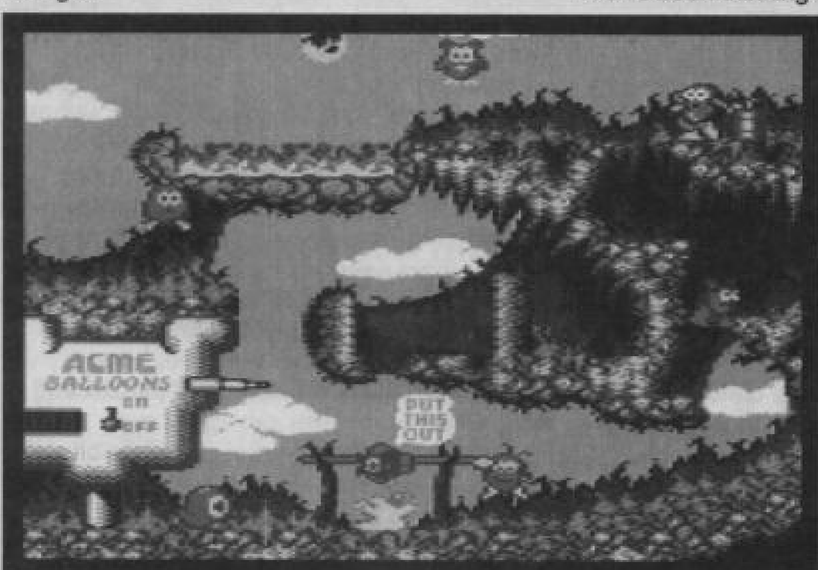
Steve: I'm now doing some more 'perfecting' of characters for the Torture Screen, which included putting a digital display on the 'Acme Balloon Machine' to add a bit more difficulty to the gameplay.

After just finishing the music for the Torture Screen, we realise it has to be changed. This is because John's code and my graphics take up a lot of memory, so now I will have to write some new sounds in under 300 HEX bytes.

Monday 22nd April

John: The code to move and animate the owl is completed (at last), so today was spent coding the TNT movement and animation. Ooops, I mentioned the TNT — why don't I just tell everyone how to complete the screen and jump over... STOP! Nope, no clues in this game I'm afraid.

Steve: Today saw the start of the second Torture Screen. The first thing to be done is the screen design. It's planned out with me just using a reversed character until I have the main layout, then I go around the screen putting all the detail in. The next step is to get an A4 piece of graph paper and copy down the character layout. I then work out where all the sprites I plan to use can go.



● The mysterious balloon Torture Screen has been finished and it's the most fiendish one yet. A clue: when turned on the machine partially fills the floating balloons with water!

Thursday 25th April

John: Yippee! The first Torture Screen is complete and looks pretty damn good, even if I say so myself (which I did). We showed it to Andy Smith (our chief playtester) and he gave it his stamp of approval. The only problem is that it's very hard to actually work out what to do if you don't already know. So it looks like the first Torture Screen created is going to end up as one of the last ones to appear in the game.

Steve: If there's one thing I hate it's doing things again after they've been finished. This has happened a lot today. For starters, I thought I had finished all the chars 'n' sprites for TSA, but no, I had to adjust some more background stuff (booooring). Then I had to add another sprite to the TSA sprite bank so that we could flash the magic potion bottle totally white. If that wasn't enough, I had to stop doing the new bit of TSA music (which was less memory than the old one) and continue with the original bit. This is because John's found the memory to put the big bit in now (I wish he would make up his mind, if he had one).

Tuesday 30th April

John: Bouncing back from any abuse Steve dishes out, I've started to write the 'Level Complete' sequence. Unlike the *Creatures* one (which had a black screen) this is set on light blue. RIGHT, THAT'S IT — I'm going to have to stop typing for a second as I'm off to splat this fly that's been testing my patience for the past ten minutes...

Okay, I'm back (and a little out of breath — that's my exercise for the month). I've just had an idea to get twice as many 'background sprites' for the Level Complete screen. I wish I could tell you what they were but I can't, so there.

Steve: Many a person has said to us that *Creatures* should have had passwords, and are suggesting putting them in *Creatures II*. We've been thinking about this and have concluded that there is a major problem. Two months after a game comes out you can find pages and pages of passwords printed in magazines enabling you to jump to any level of the game. Hardly fair now is it?

So John and I have tried to come up with a way to make each copy of the game have its very own table of passwords. We have successfully done this but it involves a slight problem, you would have to save to tape the very first time you play the game (disk owners wouldn't even know if we made a quick save to disk). This means we would need leaderless and un-notched cassettes, not really much of a problem, but there is a chance that someone might record over the actual game data by mistake. So all in all we're going to forget about the password idea.

Thursday 2nd May

John: Speaking to Andy Roberts today about having a massive Clyde on the high score table, he suggested having another one on the loader holding a sign with the credits on! This would be before the Bitmap screen appears (if we get time to do it). Andy also pointed out that an Amiga demo of a Torture Screen is currently doing the rounds on the Public Domain circuit. It turns out that was done by our mate Steve Packer!!

Steve: We feel compelled to print this poem, sent to us by a certain Rory *Retrograde* Stamp...

I'd love to be the Retrograde,
it would be very nice.
Dealing justice to alien slime,
you needn't ask me twice.

Yes I would be the Retrograde.
it's just my sort of thing.
As I finish another Nerve Centre,
this song is what I sing.

I see the final baddie,
fill my underpants with fear.
Yet another game gone,
and yet another tear.

But as I'm not the Retrograde,
I hum Steve's loading tune,
finish a few levels,
then jump around the room.

By the way Rory, his name is Major Dan Damage and not the Retrograde, as you asked.

Tuesday 7th May

John: Now that Level Complete is finished, I've moved onto the Title Screen. This already comes up with 'Clyde Radcliffe in TORTURE TROUBLE' (in 'Indiana Jones'-style writing) but must also display the high scores and credits. So after getting the high scores printed up we thought about how to make it different. In the end we decided to make them sprites which meant me ripping out all the print code I'd already written (don't ya just luv writing computer games?).

Steve: TSC! Yep, that's right, the third Torture Screen design. This is set in the mountains of the island with snow falling. I'm not exactly sure what this Torture Screen is going to consist of but we need loads of blood and the infamous 'Chainsaw Monster' will probably make a horrifyingly gory appearance. Some of the other creatures on this screen will, during the snowstorm, have snow piling up on their heads. We think that the bright red blood of the massacred Fuzzies will contrast well with the pure white snow on the ground.

Next month, we have exclusive pics of Sandra Boe, while the Apex Lads whip up a title screen, code a river of acid and skive off on a holiday in America!



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HOW TO BE TEACHERS PET

Quiet at the back! It's time for a lesson in educational software. Phil's whizzo Clee Hill teacher has got her class to give a good going over to the latest in swotty software. Could it turn your kidz into Oxford brainboxes like Phil? (Are you sure about this, Phil? — Ed)

It might be educational, but is it worth playing? Then again, it may be worth having a go at, but is it teaching them anything? Probably the most lucrative market to emerge in years, other than Neighbours fan club T-shirts, is the so-called 'educational' game, spurred into activity by that great beast, The National Curriculum. You can just imagine all those parents stacking their offspring's shelves with more and more software, hoping that by so doing they'll be able to stack the odds against their school friends. And no doubt many, if not most computers are bought for educational reasons in the first place. It really does amount to one of the biggest cons of all time!

No-one, especially at the younger end of the market, needs any help to meet the levels set by the National Curriculum. Schools have been teaching this stuff for years! The only difference is that the kids are going to be openly tested on it for the first time. Anyway, using the computer may be reinforcing what they're doing at school, but don't kid yourself that it's teaching them anything other than keyboard skills.

What all the packages out at present seem to be up against is the *Fun School 3* series with each package costing £12.99 on cassette and £16.99 on disk. Already billed as the best, it hardly seemed worth reviewing, only to wax as lyrical as so many before me had done. However...

'The "Time" game is a great way to reinforce a fairly boring piece of school learning.'

Graphically and presentationally imaginative, it has obviously (for once) been designed by a team sharing more than a pea for a brain. The *Fun School* programs range from Under 5, through 5-7, to 7 plus and use a consistent formula to link the games. The Under 5s have their teddies, the 5-7s package uses frogs and the 7+ version all revolves around a robot. The kids go for it, the grown-ups love it. What more could you want?

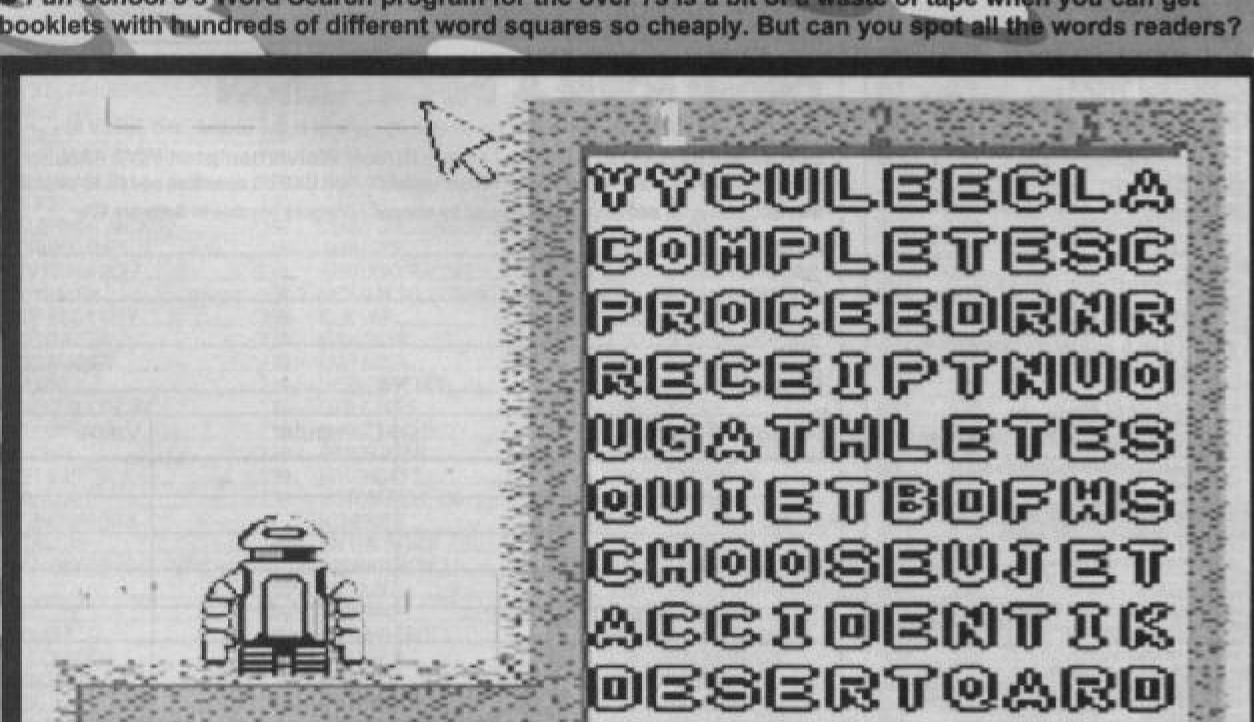
Well, for a start, I'm not too sure about the content levels of the Under 5s program. I think it could have done a whole lot more for pre-reading and pre-number skills. Having said that, though, their Counting game is always a great hit the with tots. Not only does it get their numeracy skills off to a very reasonable start, it actually looks good! The scene is a teddy bears' picnic and teacups, buns, teddies, flowers etc all appear and disappear, ready to be counted. Each question is written at the bottom of the screen, with an icon in the corner that shows the non-readers what's to be counted. A brilliantly simple idea and — just as important with this age group — it has a good reward scheme. After you've got a few correct answers, the screen flips across to show teddy somersaulting one step at a time towards his goal, a honey pot.

Equally bright and colourful is the letter matching game. Teddy and his friends have all gone off to the fair, and to help them all get an ice cream, letter shapes have to be matched up correctly. The game takes you through one half then all of the alphabet, using first lower case, then upper case and finally a mixture of letter forms. Lots of lovely details here — look out for the hungry teddies who keep a particularly beady eye on your progress as you select the letters!

But why did they choose 'Actions' — the verbs game — other than that the graphic designer managed to get it to look so very pretty? If you're going to go for word-recognition games, you might as well stick to concrete nouns, with some kind of tie-in to the vocabulary in one of the major reading schemes used in schools! Not a great deal of educational value, if you're an average non-reader.

Back to the graphics; the C64 version has produced a faithful translation from the Amiga version, but as one three-year-old put it, 'the teddies look a bit funny'. Maybe it's a bit optimistic to put it out as it stands on the C64 — and there were no musical rewards at all, a bit of a tragedy in the eyes of the Young Ones! If the bonus for getting something right isn't riveting enough, then your average under 5 will move right back to making a new train layout, once the novelty of keyboard bashing has worn off! The basic ideas behind the

● *Fun School 3*'s Word Search program for the over 7s is a bit of a waste of tape when you can get booklets with hundreds of different word squares so cheaply. But can you spot all the words readers?



programs, however, are (in general) sound from an educational point of view.

5-7

The 5-7 package goes through the topics of time, money, maths and ends up with a brilliant database. Now this is really something you could get your teeth into in a classroom situation (if the school can afford the package in the first place, that is). Much of the pain and anguish of trying to find out about databases and information technology has been removed, plus it makes the business of using your head much more of an attractive proposition. Farewell to the days of the three-ton encyclopedia! This is surely the National Curriculum at its most appealing, and together with 'Telling the Time', is probably the best example present of what can be done in an educational package.

The 'Time' game is a great way to reinforce a fairly boring piece of school learning. It covers the hours, halves and quarters and even has the good sense to help you out if you get stuck. The graphics are bright and interesting, and because the content is obviously going to be so limiting in its scope, the reward section at the end is great.

Now, for the bandy-legged lily-hoppers among you, or simply those of you who enjoy catching flies, this is the game for you! 'Journey' depends on your ability, or lack of, to turn yourself into a frog. Not quite as tall an order as you might think, all you actually have to be able to do is to put yourself into the frog's place, negotiate the maze (no dual carriageways or log-strewn rivers to negotiate thankfully) and get yourself from A to B, using L, R, F and B (which stands for left, right, forward and backward, in case you were wondering). It had all our younger testers practically standing on their heads trying to decide which way is really left when you're facing downwards!

Even the Young Ones enjoyed the game — despite not knowing what's left and which way's right! In their version of events you just play 'Spin the Frog' till you're facing the right way, and off you go! 'F' for forward's easy enough to operate, after all. Dunno whether it'll actually teach them their left from their right, but they did enjoy playing!

Once again, great graphics, a good concept and a nice easy introduction to the world of 'Logo', (no not Lego, Logo) which is to be found in all its grown-up glory in the next package along, that for the 7+ group.

To go back to rewards and skill levels, though. My only criticisms would be that the programs don't progress more evenly, and that the rewards are a bit pedestrian. Take 'Toyshop', an otherwise perfectly adequate vehicle for learning about money values. On making a correct choice, the shopkeeper pops up from behind his counter and grins like a moron. What we all agreed we could have done with was joystick control, so that you could zap him between the eyes with one of his toys

7+

Onwards and upwards to the 7+ package — this covers topics on maths (including the Logo clone), map co-ordinates, grammar and spelling, and an even more sophisticated database. Once again, the graphics are terrific, but I've got a few more doubts and niggles about the way it's been produced. The programming doesn't seem to have been overseen by anyone with quite such imagination or eye for detail.

'Planetary Maths' is visually one of the more appealing games, presumably aimed at the arcades fan although it falls somewhat short of arcade standards. As with the other games in the *Fun School 3* series, the cleverest part is the ease with which you can preset and change your levels and details of play to include addition, subtraction, multiplication and division problems, or any permutation of these, along with five levels of difficulty/reaction time. Your task is to key in the answers to various mathematical posers. Correct replies fire missiles which destroy a force field. Quite why it needs destroying isn't terribly clear — a couple of cute alien craft beyond may have been a greater incentive!

'The all-time favourite with the Young Ones has got to be *Sweep's Bones*'

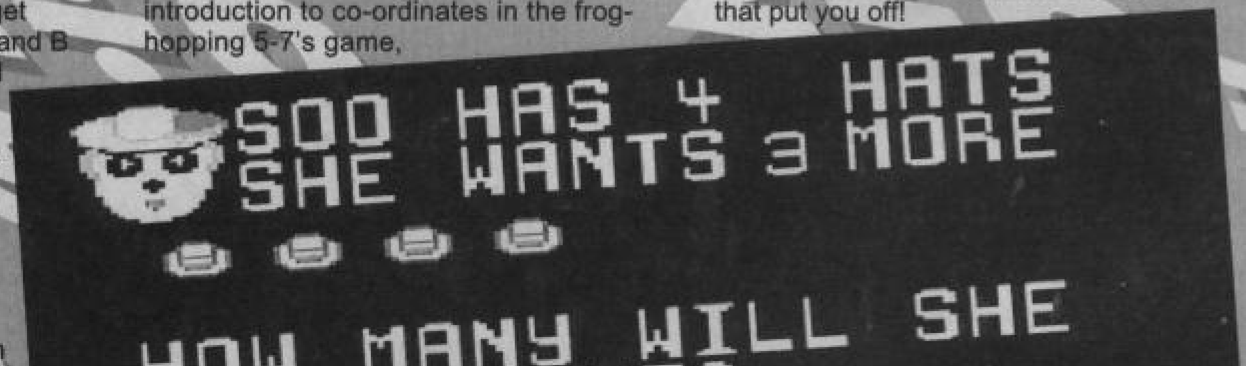
You need a sense of direction and some idea of distance in 'Treasure Search'. It makes a good follow-up to the introduction to co-ordinates in the frog-hopping 5-7's game, 'Journey'. The basic idea is to follow the treasure trail of co-ordinates and given distances here and there across the screen, and if you've got it close enough, the little in-house robot will spin dizzily down beneath the earth and dig you up a chest full of gold and jewels. Pity school doesn't operate on a similar basis — direct stimulus and reward techniques like that might go a long way to improving exam results!

What, though, were Database doing including a 'Wordsearch' style game in the package? You know the sort of thing, the grid of jumbled letters with twenty different British butterflies hidden among them. They really could have made wiser use of the space — anything would have been better than this! Waste of a computer, considering that you can buy books of 50 or more grids like this for about 20p at the corner shop! Shame.

But the Robot Draw — the dinky little version of Logo — now that could be used over and over again. This, together with the Database are actually useful in the real world. Well done!

FUN CONCLUSION

All in all the *Fun School 3* series looks like one of those extremely rare combinations of good programming + solid educational benefit + enjoyable games. They're equally useful at home and at school, thanks to the well-written manuals. These go into great detail about how to augment the programs with further class/project work — perfect for the parent or teacher who needs his/her hand held when venturing into the realms of computing, as well as tying in rather neatly to that flavour of the month — the National Curriculum. But don't let that put you off!



● Whoops! Mike gets it wrong again _ it's seven hats our shopaholic panda is going to have, not eight. And doesn't Soo realise they all look exactly the same?

ALTERNATIVE'S

Sooty's Fun With Numbers and *Thomas The Tank Engine's Fun With Words* are both from Friendly Learning — Alternative's educational arm. These are great value for money (£10.21 cassette,



● Ear, ear, what's all this then? It's the Fat Controller and a neat little spelling test for the Young Ones.

£14.99 disk) and within their price bracket they are, on the whole, very good (if a bit basic) spelling and number practice for younger children. Although the manual, sorry the leaflet, isn't of the same calibre as that from Database, Alternative offer a nice touch with their set of flashcards, which come as part of the package. Both packages offer six options based around the TV/book characters — always a winner with the Young Ones. Sophisticated as they are, the sight of one of their TV favourites is always guaranteed to extend their interest. Maybe someone would like to commission me to write something based around Edd the Duck...?

The ***Fun With Numbers*** program offers a good mix of games — basic counting, addition and subtraction, ordering numbers and number relationships, all linked together with some clever use of mental arithmetic. The menu screen is very clearly laid out and easy for a child to operate without adult help. The all-time favourite with the Young Ones has got to be 'Sweep's Bones', in which you have to dig up the required number of bones from his garden. (Sweep, for the uninitiated, is a dog, and as such buries bones in the garden. We're not talking about exhumation for the under 5s, as one ashen-faced mother believed!)

Equally loved and well played is the 'Order, Order' game which concentrates on teaching number order and shape in a visual way. One major problem with all these games, however, was the delicacy of touch needed to operate the joystick, despite the blurb's claim that it is 'perfect for tiny hands'. Smaller children who were less familiar with a joystick control were equally unable to control the keyboard successfully. Surely this one could have been thought out before now, Alternative? The only obvious drawback is that at the level the maths is set, the child's reading skills would almost certainly not be on a par. Considering that the range is designed so that we computer-illiterate mothers (hah!) can plug in our child in front of the machine whilst we get on with a little light dusting, you're going to be in for trouble! As long as you don't mind sitting and reading through the screens with your child at first, you're onto a winner with this program.

'Your task is to decide which vowel is missing from the word and drive the little train up the correct siding.'

Thomas The Tank Engine has somehow managed to avoid this excessive demand on reading skills and concentrates instead on pain-free spelling and vowel recognition. And it looks pretty! All six games use the images of Thomas The Tank Engine and the Fat Controller as a hook, and so managed to sustain the Young Ones interest for hours!

'Vowels' deals with, obviously the five vowel sounds a,e,i,o, and u. Each is attached to an engine shed at the end of a short stretch of track. Thomas appears, towing a word along the main line. Your task is to decide which vowel is missing from the word and drive the little train up the correct siding. It's very appealing to watch and a useful reinforcement for a traditionally difficult area in spelling.

The concepts behind the other games are all absolutely sound, but I did feel as if they plodded along a bit. Having said that, though, they do achieve precisely what they set out to do. 'Letter Shapes' helps you recognise your alphabet; 'Spell the Word' assists with 3 and 4-letter word spellings, as do both 'What's Wrong?' (spot the mistake in the word) and 'Mix, Match' (spell the pictured word from a choice of letters). And so it continues...

We all could have done with more help if we consistently failed to get a right answer, but other than that, the package has been thoughtfully constructed to give you different levels of play, together with the facility to choose upper or lower case letters and even, to some degree, to enter your own vocabulary. It kept a wide range of audience occupied for hours! There's also a useful pack of word cards (like the number cards in the *Sooty* pack) which help reinforce some of the program's vocabulary. Unfortunately there are some flaws such as the use of 'a' instead of 'ɑ' — maybe a bit more teacher input at the beginning wouldn't have gone amiss. Shame really, little things like this spoil what would otherwise have been a damn good bit of software.

REPORT

Alternative Software
Shows definite signs of ability in all subjects, but must try and concentrate harder. Needs to try harder at spelling.

Database
Top marks this term. Good all-rounder and popular in class. Needs to consolidate success this year with comparable follow-up work.

Next Month
An in-depth examination for Disney's brand new educational series.

TURBOCHARGING: Part II

After last month's preview of System 3's latest mega-project, *Turbo Charge*, it's time to go behind the scenes for a more detailed look under the bonnet of this revved-up road racer, which is now only a month or so away from completion!



● The mess on the left is in fact a perfectly formed graphic which you can see on the right at proper size — half a car.

Turbo Charge was originally titled *Borderline*; apt since the whole game revolves around borders. The game's five drug barons are all located in countries with less-than-friendly relations with the West. Since extradition is out of the question it's up to one madman to go get them. Each of the five loads starts in a friendly country which neighbours the hostile country providing safe haven for a baddie. The cop hero arrives and then has to chase the baddie to the border — this is the all-out racing bit. Once the cop crosses into hostile territory the drug baron's forces attack with helicopters, motorbikes, cars and all the rest. The cop must survive this onslaught, fight past the baron's protective convoy (between six to ten vehicles) and then finally arrest the drug dealer himself. Our hero is armed with a pistol and grenades, plus there's a turbocharge option to really rev things up. He's also got to have a good memory, due to a series of forks in the road — take the wrong turn and you can end up slamming into a brick wall or being ambushed by police!

As we revealed last month, *Turbo Charge* is being programmed by Chris Butler who's responsible for some of the finest coin-op conversions on the C64. His code is a development of his Sizzling *Power Drift* program but is 'faster, smoother and slightly sharper with more interaction'. *Turbo Charge* is a much more complex program: for one thing there's multiloading which obviously allows each of the levels to be a lot more detailed. Also, sprite handling has been improved, and the number of usable colours has been doubled for both side-objects and backgrounds (from four to eight). For the technically minded there's 22 multiplexed hardware sprites on screen, up to 12 side-objects consisting of 18x18 character blocks, and frame update (while variable) can reach 20 frames per second.

● Some of the beautifully detailed graphics in *Turbo Charge*, note the Ferrari F40, A-10 attack jet and a truck with men shooting from the back.



● An attack helicopter welcomes our Countach-driving hero into hostile territory.



THE ROAD TO BAGHDAD

Originally the graphics were going to be handled by a System 3 graphic artist. However, after finishing a very impressive Level One he was transferred to Amiga *Myth*. Chris has now taken over the graphics work and promises plenty of variety with each load including two countries (friendly and hostile). Friendly countries include Hong Kong, India, South Africa and Cambodia. Level One could be the most controversial, with the chase running from Saudi Arabia to Iraq. Originally there were going to be portraits of Saddam Hussein along the road, but since the Gulf War this has been dropped, now there's just burnt-out tanks!

'Level One could be the most controversial, with the chase running from Saudi Arabia to Iraq.'

In the battle of the race games, Chris surprisingly claims never to have played either *Turbo Out Run* or *SCI*. He's only seen other people playing them so he can't comment on how they play. He's confident his routines are smoother, though.

Another surprise is the fact Chris Butler hasn't done an original C64 title since *Battleships* way back in 1986, based on the famous pencil-and-paper game. Even that was written to a strict design by Elite and unsurprisingly he'd rather forget it. *Z* is the original game he's proud of, a multiway-scrolling overhead-view shoot-'em-up (88%, Issue 8).

Turbo Charge is Chris's first game for System 3, and unlike on *Battleships* he had a fair amount of flexibility. System 3's storyboards provided a raw outline where he filled in the detail of how the game should actually play. Unexpectedly, Chris much prefers working from coin-ops rather than storyboards. However overwhelming the graphics on modern coin-ops may seem, Chris apparently likes the clear target they set. The looser storyboard approach led to plenty of last-minute changes which perfectionist Adrian Cale freely admitted to imposing — if anything doesn't seem right they're not going to let it go.

Such attention to detail, and superb packaging, justifies their new prices with *Turbo Charge* costing £12.99 and £15.99 on disk. However, for cartridge fans there's great news with a new low price announced of £19.99 despite the use of a 4-megabit (512k) memory.

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The sun has got his hat on! Hip, hip, hip, hooray!



The summer COLLECTIONS

After the traditional Xmas round of compilations, software houses have now gone into remix mode for the summer hols. Playing mix-and-match with their back catalogue of games, they've come up with a new range of value-for-money packs, often reusing the hit games on the Xmas compilations but with different support acts. The fashion-conscious ZZAP! team look again at software stars of yesteryear and suggest the pick of the bunch. Sadly there's nothing in turquoise, no Laura Ashley packaging and no Pam Hogg rubberwear at all but you can't have everything (are you alright, Phil? — Ed)



IT'S TV SHOWTIME

Domark, £10.99 cassette only

And here's your host, Guy Smiley... 'ello ladies and gentlemen, people are funny aren't they? Take my mother-in-law, I wish someone would! Laugh?, I nearly did. Now let's meet the five contestants on this three-tape compilation.

Blockbusters features two contestants each trying to get from one side of the board to the other by lighting the hexagons. A 'wobbling' Bob Holness asks the questions and you have press your buzzer, then type in the answer. This is a fairly accurate version of the TV show (earning 62% in Issue 35), and there are several

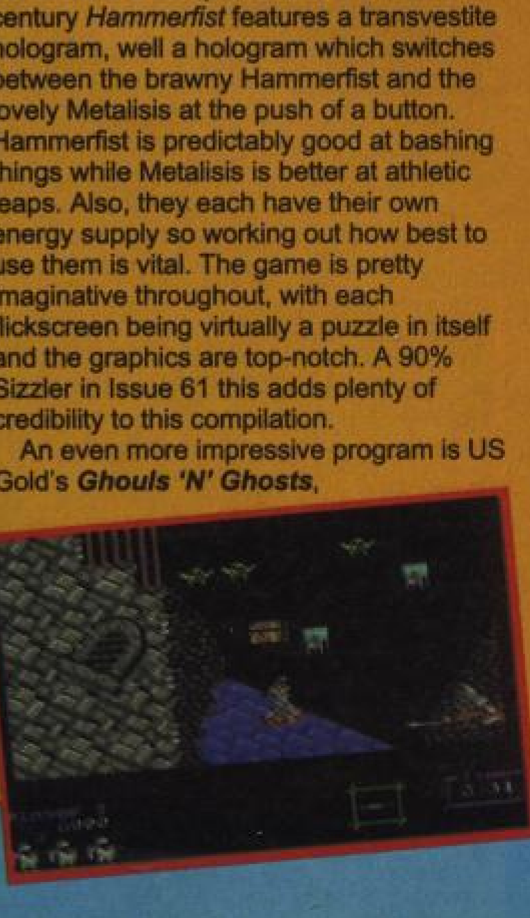
COIN-OP HITS II

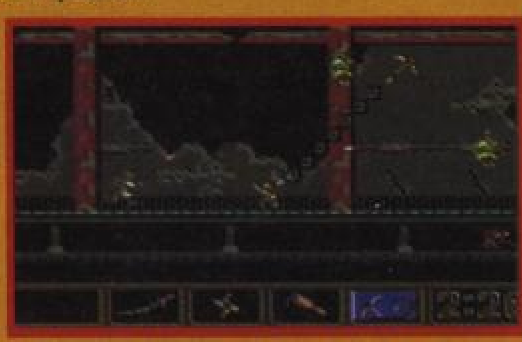
US Gold, £14.99 cassette, £19.99 disk



Rather variable on the old quality front, this US Gold compilation even includes one game which isn't a coin-op! However Vivid Image's ***Hammerfist*** is also one of the best games here, so that's not too serious a complaint. Set in the 23rd century *Hammerfist* features a transvestite hologram, well a hologram which switches between the brawny Hammerfist and the lovely Metalisis at the push of a button. Hammerfist is predictably good at bashing things while Metalisis is better at athletic leaps. Also, they each have their own energy supply so working out how best to use them is vital. The game is pretty imaginative throughout, with each flickscreen being virtually a puzzle in itself and the graphics are top-notch. A 90% Sizzler in Issue 61 this adds plenty of credibility to this compilation.

An even more impressive program is US Gold's ***Ghouls 'N' Ghosts***, a Software Creations conversion of a spectacular Capcom coin-op. The graphics don't look like much initially, but there's lots of nice detail and they get better later on with all manner of weird happenings. And of course the music is absolutely gorgeous. A Gold Medal winner with 96% in Issue 57, *Ghouls* may be one of the toughest games around but the sheer variety is stunning. The only drawback is many people might already have it, either upon its release or with the Platinum compilation.

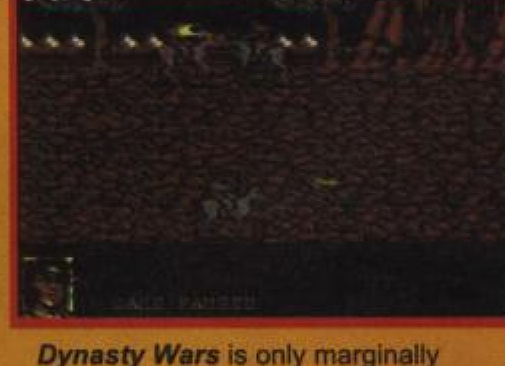




Another game with small, but perfectly formed graphics is ***Ninja Spirit***, programmed by Chris Butler for Activision. It's the story of an evil Warlock and your battle as Tsukikage, the white wolf, to destroy him. Many adversaries stand between you and the Warlock, so you have taken on the guise of a human who is armed with four weapons, a sword, throwing stars, dynamite and a length of chain with a blade on the end. Picking the right weapon for the right level is crucial, especially with the various power-ups to increase their effect. In my humble opinion while this can't match the graphical variety of *Ghouls*, the quality of animation on the sprites and subtly shaded backdrops give it a good run for its money. It's also extremely tough, but despite Phil's reservations it made a Sizzler (90%, Issue 61) and still poses a first-class challenge.



Sadly the final two games in this compilation are very much filler. ***Vigilante*** is set in 1994 and the streets have been overrun by vicious gangs of thugs. The police and army are powerless to stop them, so it's up to you as a tough vigilante to clean up the streets and also rescue the lovely Madonna! A fun but simplistic coin-op it should've made a good C64 hit. Unfortunately poor programming crippled it with poor graphics and repetitive gameplay (54%, Issue 55).

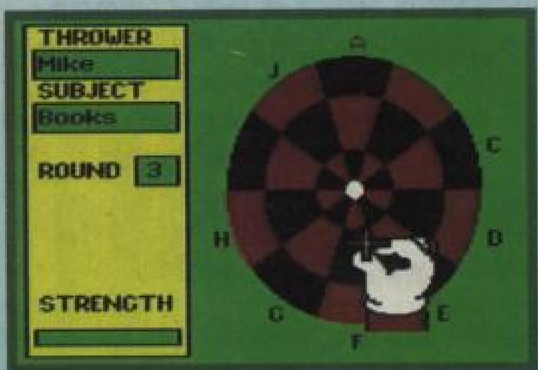


Dynasty Wars is only marginally better. A CAPCOM coin-op it featured some nice, imaginative graphics with horse-mounted warriors, but gameplay was weak (62%, Issue 63).

RECOMMENDATION: Three top-notch games out of five isn't bad, and they certainly offer enough challenge to compensate for the weaker titles.

blocks of questions to load in. Not bad, Bob.

In ***Bob's Full House*** up to four players can sit behind the desks with bingo cards on the front and answer the questions set by the nauseating Bob Monkhouse. Of course the aim of the game is to be the first with all the bingo numbers lit and thus obtain a 'full house'. Again answers are typed in after pressing your buzzer. The winner gets to try Bob's Golden Card, answering question to reveal the letters in a holiday destination. Mediocre stuff, but fairly good fun with three or four players.



Bullseye is a combination of darts playing and question and answering skills. In the first of four rounds a question category is chosen by the throw of a dart and points are scored for a correct answer. Round two has the players throwing for score, the highest getting to answer a question. Next is the bonus board and then, in the best part of the TV show (the end!), the winner has to decide whether to gamble — not for 'tonight's star prize' but instead on doubling (or halving) his points. It's not exactly super, smashing, great — a bit dull really.



Every Second Counts is played by three human 'couples' or three single players (the 'partner' in this case is the computer). The game is split into several rounds with each couple in turn being asked true or false-style questions, with a correct answer earning points that are changed into seconds if they win. These are used by the winners who go onto a final round against the clock. Though it only scored 52% in Issue 40, we found it quite entertaining — especially without Paul Daniels!

On the other hand, ***The Krypton Factor*** is an ordeal. Up to four players compete in six very gruelling sub-games: mental agility, observation round, response round, physical ability, intelligence round and general knowledge. It's quite fun to watch the real TV contestants suffer but it doesn't really come off on computer. The observation round is limited to a dull, scrolling text story and the obstacle course



uses an odd control system with you tapping four keys to increase various attributes. It's all a bit perplexing first time round, and becomes boring on repetition.

RECOMMENDATION: Unless you're a member of the failed comedians/magicians etc fan club then I wouldn't bother with this rather dreary compilation. Some of the more quiz-orientated games are mildly enjoyable with two or more players, and might be fun on family holidays for a while, but once the questions start repeating they lose their appeal and are tedious virtually from the start for a single player.

THE SYSTEM 3 PREMIER COLLECTION: THE SIX PACK

System 3, £15.99 cassette, £19.99 disk

When news of this pack was first revealed, purchasers of US Gold's *System 3 Pack* were likely to feel a little sick: *Vendetta* and *Myth* were both going to be included and specially

THE WINNING TEAM

Domark, £14.99 cassette, £19.99 disk

Domark's Tengen conversions have had their ups and downs, with the diabolical *Hard Drivin'* and *Dragon Spirit* being very much in the latter category. Thankfully this latest compilation is heavily biased to the bright spots and with five games is good value.



One particular gem is ***Klax***, one of the best arcade puzzle games and since these never sell brilliantly on their own, this could well be the first time most people play it. The game is simple in principle but tough to master; you have to catch the different coloured 'tiles' on your paddle and drop them into one of five bins. A klax is formed when three or more tiles of the same colour are stacked horizontally, vertically or diagonally. The early levels are easy enough but as time goes on it becomes very difficult to keep up with the flow of tiles. Graphics are simple, but nice for a puzzle game and it's all a single load (92%, Issue 64). Great fun!

Another Sizzler came from the Walking Circles programming team, namely the hilarious ***APB***. This puts you in the size ten boots of Officer Bob, the friendly copper who must fill his daily quota of arrests. Failure to do so earns Bob demerit points and will eventually result in him being slung out of the force. Also if he crashes his car or injures innocent bystanders the demerit points mount up, so be sure to sound the siren when making an arrest. There's a fair bit of multiloading but this oddball game is really enjoyable (90%, Issue 54).



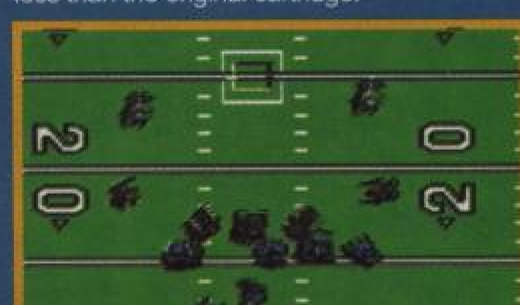
Escape From the Planet Of The Robot Monsters is an even wackier coin-op. Planet X has been invaded by evil Reptilons and all the citizens have been put in chains. Gameplay isn't that original but the coin-op was distinguished by bikini-clad hostages and lots of other cartoony effects. A pity then that the C64 game is mostly monochromatic, a Spectrumesque effort with the colourful baddies shaped like Weetabix! A one- or two-player game, with a single load and some goodish end-level baddies this isn't too bad on a compilation (68%, Issue 62).

Rather more interesting are two games which were previously only available on cartridge, an odd format for single load games! (In fact the whole compilation fits on a single disk.)

Vindicators is undoubtedly the worst of the bunch (35%, Issue 70), an endlessly repetitive overhead view blast-'em-up.

Apparently in 2525 the Tangent Empire are the main villains and it's up to you and a friend to fight through their space stations in SR-88 Battle Tanks. A reasonable conversion of dull coin-op.

An altogether more interesting game is ***Cyberball***, set in the 22nd century where huge robots play a game very similar to today's gridiron football. One or two human players can play (co-operatively, not competitively), the aim of the game being to score as many touchdowns as possible in the six three-minute quarters. There's lots of plays or moves to choose from, but executing them is tougher than it looks (78%, Issue 70). An interesting variation on American football and now available with four other games for less than the original cartridge!



RECOMMENDATION: A surprisingly good compilation boasting not only two Sizzlers, but also plenty of variety. A worthy addition to anyone's software library.

remixed with the former boasting improved fight logic and the latter's pyramid section made easier. Sadly in the end the remixes weren't possible with programmers reluctant to return to finished programs, indeed *Vendetta* was dropped from the pack altogether. Nevertheless this is still a formidable compilation.

The Last Ninja was the first of a highly successful series, setting the formula to be developed later: an imaginative mix of stunning isometric 3-D, hand-to-hand combat and simplistic adventuring. It won rave reviews upon its release (94%, Issue 28) and still looks pretty good — the Summit budget release got 82% in Issue 74.



The Last Ninja II moved the series from the Orient to contemporary New York City complete with cops, skyscrapers and even a helicopter. A great game which won yet another 94% (Issue 41) it's one of the real gems of this pack, atmospheric and involving.



Myth is the other gamesplaying giant (94%, Issue 56), boasting some of the finest graphics seen on the C64 with superlative animation, variety and imagination. A mix of platforms-and-ladders, combat and some tough puzzles it's completed with one of the best shoot-'em-ups seen on the C64. A shame level three makes reaching it so tough, but essential for any C64 owner all the same.



Flimbo's Quest isn't in quite the same league (80%, Issue 66). A cutesy mix of

POWER-UP

Ocean, £16.34

A rather odd bunch of games this, only one of which — *Chase HQ* — was actually written for Ocean. The only other Ocean release, ***Rainbow Islands***, was written for Firebird but when MicroProse bought the company there were licensing problems. Ocean ended up with the rights and thankfully managed to buy the Graftgold conversions which were quite simply masterful. The follow-up to *Bubble Bobble*, *Rainbow Islands* features seven islands, each consisting of four levels where the objective is simply to reach the top of the vertically scrolling level, jumping between platforms and riding the rainbows you fire. It all sounds simple enough, but with such superbly imaginative islands — including a horror island with vampire bats, a toy island and an *Arkanoid* rip-off — this is a graphical delight. The urge to see yet more of the game is irresistible, especially as gameplay is simply wonderful with tons of great little coin-op touches such as three rainbow power-ups and hidden bonuses. We reviewed the game in Issue 53 and gave it 92%. Due to the legal difficulties it wasn't released for another six months by which time we thought maybe it should've got a Gold Medal!

Rainbow Arts' ***Turrican*** suffered no such problems over marking, it got 97% in Issue 61 and that's what it's worth. 13 levels with 1300 screens, including a superlative vertically scrolling shoot-'em-up and some of the best graphics ever seen on the C64, with some tremendous mega-monsters. Most of the levels consist of massive, monster-packed mazes and it's simply unmissable.

X-Out, also by Rainbow Arts, wasn't really in the same league, but this was a still very impressive horizontally scrolling shoot-'em-up (82%, Issue 61). After a superlative intro sequence you get to choose three ships, each of which you can arm individually. The range of weapons is stunning and graphics are top notch throughout. Gameplay isn't that original otherwise and multiloading is a bit heavy, but it's a welcome addition to any compilation.

Activision's ***Altered Beast*** is another coin-op conversion, unfortunately the Sega game was a fairly unoriginal horizontally scrolling beat-'em-up distinguished principally by some imaginative graphics. The C64's graphics are quite nice and there's a decent two-player mode, but repetitive gameplay make this rather dull over the long term (73%, Issue 56).

And finally we have that one Ocean-developed game, ***Chase HQ***, and it's definitely one of their most disappointing releases. For some odd reason the company decided to try and port across the admittedly very good Speccy code. However the C64 has a slightly slower chip, and in any case the largely monochromatic graphics are hardly impressive on a C64. As this game coincided with US Gold's glorious *Turbo Out Run* it was all a bit embarrassing. Looking back on it, 53% in Issue 58 was rather generous.

RECOMMENDATION: Two of the games are distinctly filler material, while *X-Out* is an interesting and playable shoot-'em-up, but *Turrican* and *Rainbow Islands* are the real stars and if you're missing one of them this is an extremely formidable compilation. If you haven't got either then rush out and buy *Power Up* now!













arcade action with lots of leaping between platforms it looks good, plays well and has a neat multiload. It's a little repetitive over the long term, but as part of a compilation it's high quality stuff and good fun.

International Karate (91%, Issue 14) was Archer MacClean's martial arts masterpiece with supersmooth animation, beautiful backdrops, fun bonus rounds and some great tunes by Rob Hubbard. You can either take on a series of increasingly tough opponents, or go head-to-head with a friend. The only drawback is that the remixed *IK+* added another opponent, allowing three characters on-screen at the same time, and for martial arts fanatics that's the one to get. (It's on Hit Squad budget though and there's talk of an *IK Deluxe*.)



Finally there's ***Dominator***, the one System 3 are least pleased with, being pushed out to hit a deadline with Activision (who System 3 subsequently split with). Nevertheless this tough, vertically scrolling shoot-'em-up has some nice graphics (appealingly gory) and plays all right (75%, Issue 53). Nice filler in a sparkling package.



RECOMMENDATION: Great value with six games. US Gold's pack is a lot more up-to-date with *Myth*, *Vendetta*, *Tusker* and *IK+*, but if you're new to the C64 this slice of superlative gameplaying history is definitely recommended.

SIX APPEAL

Ubi Soft, £14.99 cassette, £19.99 disk



This is an out-and-out arcade compilation, with MicroProse's ***Rick Dangerous*** being probably the best of the bunch. There are 85 screens, each packed with all manner of traps and evil baddies. So far so average, but *Rick* has a good sense of humour with nice comical effects and the traps are well structured for maximum hookability. Graphics are small but perfectly formed and the Satanic Film Planners loved it. We gave it 73% in Issue 52, but if you're not tired of the platforms-and-ladders style action you could well like it as much as the Film Planners! (Eh? I didn't know anyone liked the Film Planners! — Ed.)

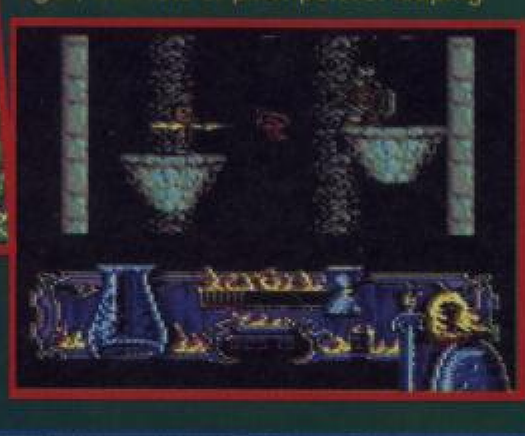


Also from MicroProse is ***P-47*** (61%, Issue 60), a coin-op conversion wherein a single fighter-bomber is pitted against the entire Japanese war machine in a WWII themed, horizontally-scrolling shoot-'em-up. Although reasonably playable, the eight levels are overlong and repetitive. Okay filler material, though.

Puffy's Saga (37%, Issue 66) from Ubi Soft doesn't have a coin-op label on it, but the basic gameplay is a fairly straightforward reworking of the overhead-view *Gauntlet* concept, with big mazes, lots of locked doors, treasure and various baddies. Gameplay is unoriginal and graphics mediocre, but the main problem is the abysmal loading which takes forever — even on disk. For a heavily multiload game like this it's fatal.



Also in Issue 66 was Dinamic's ***Satan*** (43%) and once again there's the standard two loads, two games really, with the completion of the first giving the code for the second. It's a lot like *Black Tiger*, with lots of pixel-perfect leaping



between platforms and extremely vicious baddies which make for hellish gameplay.

The last two games are a lot more interesting, if only for the fact that they missed out on a ZZAP! review first time round. ***Twin World*** is one of those cutesy, *Mario Bros*-inspired games with plenty of platforms-and-ladders, hidden sub-levels, a fair bit of shooting and some simplistic puzzles. We liked it a lot on the Amiga with lots of varied levels and some nice graphics (78%, Issue 57). Unfortunately on the C64 the graphics are rather disappointing, especially the sprites, and this takes away from the game's fun quite a bit. Nice filler though.



Pick 'N' Pile is a really simplistic puzzle game where you get rid of various baubles by ensuring lines of the same-coloured things fall on each other. There's various bonus objects to multiply scores and so on, yet despite or because of its simplicity it was quite mesmerising on the Amiga. Graphically extremely simple there's no reason why the C64 game shouldn't have much the same appeal.

RECOMMENDATION: Although there's no single brilliant program here, there's an interesting range of games which make it worth investigation.

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ARVI 3

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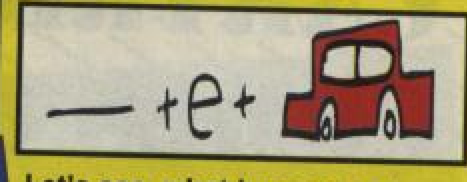
If you've been following the England football team's progress lately, you'll know that they're playing crap. But it's a funny old game and they're currently top of their European Championship group with high hopes of reaching the finals next year. With manager Graham Taylor wielding the axe over many of the old crumblies, lots of young players are getting a chance to play for their country.

But you don't have to be any good to play for England (who said you did?) — if you've got two left feet then GrandSlam have just the thing for you: *England Championship Special*, the only soccer game officially endorsed by the England team and manager. It's an all-action game promising realistic match-play and team selection based on skill factors and current players' form. Yes, you can astonish everyone by helping England to win in the European Nations Cup by using your skills to score loads of goals.

And just like Dennis Wise (his goal sure came in handy against Turkey!), you can really score in this comp and get your hands on a top-notch leather football. This isn't any old ball, though: it's been signed by the whole England team! A rare and valuable (worth 500 quid!) memento to treasure in years to come. Either that or you can kick it around with your mates!

GrandSlam are also giving away 12 copies of *England Championship Special* (or any other GrandSlam game of your choice).

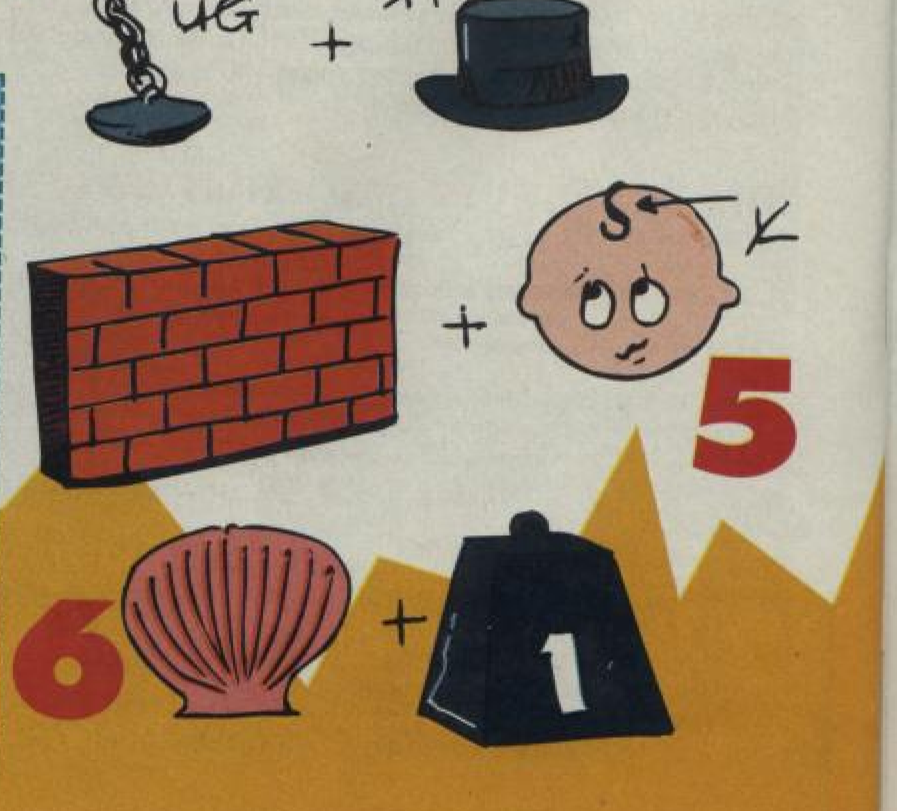
All you have to do is 'Spot The Soccer Star'. Each of the picture clues here hides the surname of an England player. To help you get started here's an example for you:



Let's see, what have we got here. Well, there's a LINE and an E and a CAR. Stick 'em together and what have you got? Yes! Of course, it's Brian Robson (You clot! It's Gary LINEKER! — Ed).

Easy, eh? Just find the names of the other six players, write 'em down on this handy coupon and boot it to ***Newsfield, ONE-NIL ONE-NIL ONE-NIL COMP, ZZAP!, Ludlow, Shropshire SY8 1JW***, before July 18. And no cheating or you'll get the red card.





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DOWN BY THE RIVER

These days most C64 adventures are massive disk-only American imports, superbly programmed but also very expensive. For beginners, disk drive-less adventurers and wizened players between mega-games there doesn't seem to be much software about. Give thanks then, for River Software, one of the best and most long-established companies producing home-grown software. This month Boris Myashirov peruses their impressive range of games, old and new, all available at amazingly low prices.

BOUNTY HUNTER (DISK 6)

£2.95 disk, £2.50 cassette

Bounty Hunter is the latest River game to hit the C64, containing 125 locations it arrives with a map, documentation sheet and a hint sheet — what about that for support, eh?

The game surrounds the lethal weapon Viroids, a neuro-viral lifeform, no less.

The first experimental batch of 22 specimens is on the way to HQ when the ship carrying the cargo crashes on the uninhabited planet of Karakata. This lies far too near to enemy strongholds to risk a direct confrontation by landing there, but the Viroids can not be allowed to fall into the enemy hands. This is where you, the mercenary, come in. Your mission is to seek and destroy the 22 escaped Viroids.

Bounty Hunter, which loads quickly via the Freeze Machine load sequence, uses fairly short location descriptions written with yellow text on a black screen — probably the best colour-coded combination. There is also a score routine telling you how many Viroids you have killed.

Puzzle quality as ever, is excellent. Actually this is the one feature that has probably kept River Software a popular company all these years. *Bounty Hunter* itself does not really stand out for any specific reason (it does not have the gasp-worthy 1500 locations that feature in the Spectrum version, for example). There are no flowing paragraphs of prose, no complex branches of description to open with the EXAM command — there is nothing dramatically impressive, no gimmicks. However, you will quickly reach the stage where you could be playing a classic Infocom or a hot, new Sierra game for all you care because you will quickly lose yourself in the puzzles that link the various elements of the plot. Odd, seemingly meaningless objects will require lateral thinking if you are decipher what is required in a specific location.

More thought has been placed towards the design and heart of the game than the gloss. So ignore your first impression that this is a simple, old-fashioned adventure. The gameplay quickly shows through, giving you hours of enjoyment. Recommended.

OVERALL 77%

INTO THE MYSTIC (DISK 5)

£2.95 disk, £2.50 cassette

Now Orcs are a pain in the armpit. Ratty y'know. Mean too. Oh, and they have a thing about tearing people limb from limb. But, hey — nobody's perfect, right? However, Orcs are the problem just now. In fact they're in hot pursuit, chasing you through the forest. Luckily you're pretty fast so it's no surprise when you lose the group around by the old fort. After resting from the chase you awake the next morning to find the Orcs blocking your escape route! What to do? Hmmm.

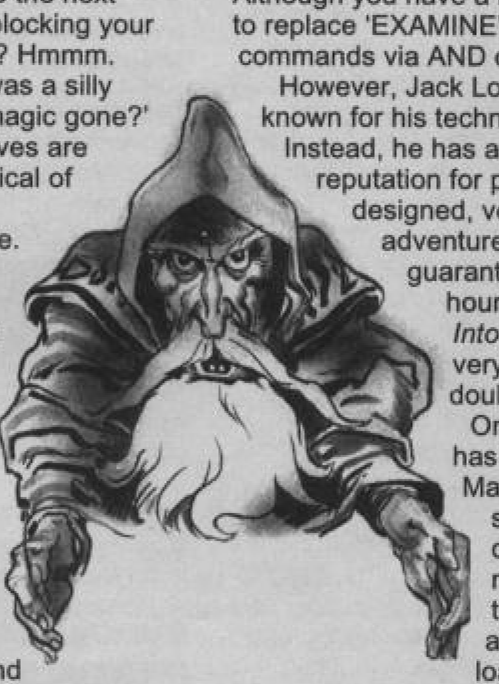
You always knew this was a silly idea. 'Where has all the magic gone?' and, 'Without magic our lives are empty and void', were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around — and it relieved the boredom of a long day in the field. Hence you were nominated, by Merlin (who else?), to find out what the Sam Hill was going on and where all the magic had gone to. So that's the background and off you trotted. Now look where you are!

After the introduction and a short list of usable verbs the game begins. Displayed with, largely, black text on a green background *Into the Mystic* uses succinct location descriptions with a restricted use of the EXAMine command. That is, only where it is necessary to forward the plot or add essential atmosphere.

The principle feature of *Mystic* is the puzzle quality which is, on the whole, very high. There are one or two real brain teasers in there. I especially enjoyed the first puzzle which is quite logical. Although you are given subtle clues the solution remains obscure enough to drive you crazy. The eventual solution to the problem is quite intricate, yet very enjoyable.

Technically, the game is not the most advanced adventure I have ever played. Although you have a handy X command to replace 'EXAMINE', you cannot link commands via AND or punctuation.

However, Jack Lockerby is not known for his technical achievements. Instead, he has a well-deserved reputation for producing well-designed, very playable adventures that you can guarantee will provide a hours of enjoyment. *Into The Mystic* is a very good example, doubly so at this price.



One final note. Jack has used the Freeze Machine cartridge to store his adventure onto disk. This means that you load the adventure from a menu which then loads the game mucho pronto. Any prospective adventure authors reading should take note of Jack's good sense as there is nothing so frustrating as a slow-loading disk game.

OVERALL 80%

DOMES OF SHA; MISER; JACK & THE BEANSTALK (DISK 4)

£4.50 disk (Domes Of Sha and Miser,

£2.50 cassette; *Jack & The Beanstalk* (with *The Challenge*), £2.50 cassette.)

Disk Four in River's stock of games offers excellent value for money with three adventures. Set on the planet Olaxas, a war ravaged land, *Domes Of Sha* tells the tale of the Sha tribe who have waited some time for your arrival: specifically, to find the secret of the six domes that encircle the valley. Together with Grunt, you set out to release the tribe from the Cold Fear that prevents them from leaving the valley.

Domes offers a variety in the type of puzzles on offer by the simple inclusion of your companion Grunt. For example, there is a puzzle early on in the game where you must get a piece of paper that lies on the thin ice. You are too heavy to get it yourself but you can instruct Grunt to get it for you.

The inclusion of many UP, DOWN, IN and OUT directions will make for awkward mapping. Nevertheless, *Domes Of Sha* is well designed, simply presented with very good puzzle quality and plot.

Miser is a festive adventure — a variation on the Scrooge story, in fact. After a visit by the usual ghostly apparitions (Christmas Past, Jacob Marley, etc) you will need to complete 12 good deeds to complete this adventure. Finding out what good deeds you need to undertake in the first place is done by talking to different people.

Presented with black text on a grey background, *Miser* is an interesting diversion which will stump many an adventurer. In fact, I know one chap, an adventurer of many years experience, who is still struggling through this game after months of trying! That is not to say that *Miser* is truly tough. Just tricky.

Jack & The Beanstalk follows the classic fairy story. Basically, you must find the golden egg and bring it home to mum. Offering a similar presentation to *Miser*, *Jack* is an enjoyable romp but never really fired my interest to any great extent. If I remember correctly, this adventure was originally offered as a freebee on the reverse of a Spectrum adventure game tape. Good, but not that exciting.

Overall, this disk contains one strong title (*Sha*), another classed as 'good' (*Miser*) plus an average bonus (*Jack*).

OVERALL 78%

THE JADE NECKLACE; THE CHALLENGE; LIFEBOAT (DISK 2)

£4.50 disk (The Jade Necklace and Lifeboat, £2.50 cassette; The Challenge (with Jack & The Beanstalk), 2.50 cassette.)

Mrs Gloria Florence Bannister — now there's a name to conjure with. Poor lass has suffered a burglary with a jade necklace, a pressie from her hubbie, going missing. You play Phil Mallow, PI, on the case and on the bourbon. However, there are other plot sidelines such as the missing H Bogart and his gambling debts.

The Jade Necklace, with a welcome 1920s theme, is a jolly romp full of intriguing puzzles that, like any good detective story, form parts of the big jigsaw. The story moves at a steady pace and, even with the occasional bout of monotonous location description, the whole game is pretty enjoyable.

Onto *The Challenge*. The old chief has died so a new one must take his place. Normally the son of the dead chief takes his place but, as he is a bad'un, many have spoken against this. So, you find yourself in the running. The one way to decide who takes over is to take The Challenge! Basically, this means that you are both given half of a medallion. To win, one of you must return from your travels wearing the medallion and holding the legendary blue sapphire.

I must say that the story to *The Challenge* didn't interest me too much so I took a while to get into the swing of things. However once I came upon a couple of interesting puzzles I was hooked. Then there is the increasing tension of the challenge itself. After all, you must return with the whole medallion and the chief's son is hardly going to offer his half to you on a plate is he? While not the best adventure in the world the solid design and the insertion of a few surprises to keep the story fresh makes the whole game a success

Finally, *The Lifeboat*. This adventure is odd, weird but very attractive, in a funny sort of way. Supposedly a true story, *The Lifeboat* is set on the 10th August, 1927, when the clipper *Alana* hit a submerged reef off the NE coast of Australia. The ship was lost and of the 82 on board only five survived. The game follows the fate of one of those people. During play you will enter a strange world mixing fantasy with mucho weirdness. *The Lifeboat* is eminently playable because it will drag your welling curiosity by the throat and hang on till the final ending. An excellent adventure!

The adventures on this disk are a mixed bag. This is good for a mini-compilation as it shows River's wide range of tastes and styles. It offers variety but with consistently high degree of quality. Buy it.

OVERALL 81%

WITCH HUNT; THE CUP; REALM OF DARKNESS (DISK 3)

£4.50 disk (Witch Hunt and The Cup, £2.50 cassette; Realm Of Darkness (with Mutant), £2.50 cassette.)

Witch Hunt, good grief, this one brings back a few memories! This was the first River adventure I actually completed.

Up in the Highlands you and you lovely wife live a secluded life in a cottage. One fine morning you decide to walk off into the mist and get yourself trapped in a witch's cottage, probably never to be seen again... Even with the warnings of your wife ringing in your lug'oles. Men, eh? Never listen, etc, etc.

Once inside the witch's cottage the cackling little woman grabs her hat and explains that if you do not follow her lead of placing the hat on one's bonce and turning around three times well... that's the last time you'll ever see Match Of The Day. Thinking twice about the advantages of not having to listen to Jimmy Hill ever again you still, finally, relent. Picking up the hat you copy the witch with the fashion show and a bit of twisting and shouting. As the smoke clears you find yourself lying on the floor of a cellar. Pity your cottage doesn't have a cellar, innit?

Call it nostalgia, but *Witch Hunt* is one of my favourites. Following the usual River design policy, the game is simply described with no fancy features to catch the eye — just solid gameplay. When I originally played this game (on the Spectrum) I did come across a bug with a puzzle where you try to get a knife out of a draw. However, River have done the decent thing with the C64 conversion so this bug has been removed. All in all, one to look out for. Cracking stuff!

Next on the agenda is *Realm Of Darkness* which, although retaining the solid River design, is a disappointment to me because the plot lacks imagination. A basic treasure hunt, *Realms* asks you to recover the Crown Jewels. It'll while away an hour or two but won't raise the heartbeat at all.

Moving swiftly onwards to *The Cup* which tells of an Irishman who has won the cup at the Cricklewood Liar's Club after his story involving wild adventures, lions, you know the sort of thing. That night, though, you hear a scream. Up you get to find the Irishman dying, his back covered in bloody clawmarks. He tells you to get out while you can before the lion gets you too. Huh! Lions in Cricklwood? Surely not? So off you pop to see if you can retrieve the missing cup.

The Cup, in stark contrast to *Realms of Darkness*, has an original plot with a fair amount of puzzles that shouldn't be too difficult to conquer. Different plot, average sort of game.

The bottom line? *Witch Hunt* is the star of three games here with the other two giving sufficient padding to offer value for money.

OVERALL 70%

THE HAMMER OF GRIMMOLD; MUTANT; MATCHMAKER (DISK 1)

£4.50 disk (each adventure is available on cassette with another title for £2.50)

The first disk compilation in the River C64 series of adventures is probably the weakest of the bunch so I will not go into too much detail over each title. The first River title, *Hammer Of Grimmold* asks you to retrieve the dwarven hammer from the evil magician. *Mutant* pits you, The Exterminator, after a beast wreaking havoc in one of the Atom Bomb test site islands, and finally, in *Matchmaker* you are a trainee matchmaker who must get the Prince and Princess to the church, suitably attired, on time.

Again, all three hold the River hallmarks of a decent adventure — none of them are classed as 'poor', by any means. However, in comparison with the other titles they lack depth and quality.

OVERALL 65%

All games are available from: *River Software, 44 Hyde Place, Aylesham, Canterbury CT3 3AL.* (Cheques made payable to J.A. Lockerby. UK postage is free, elsewhere add £1.)

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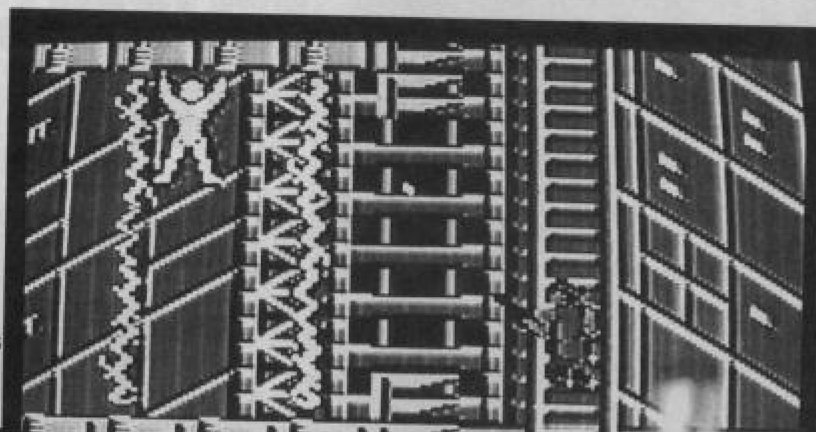
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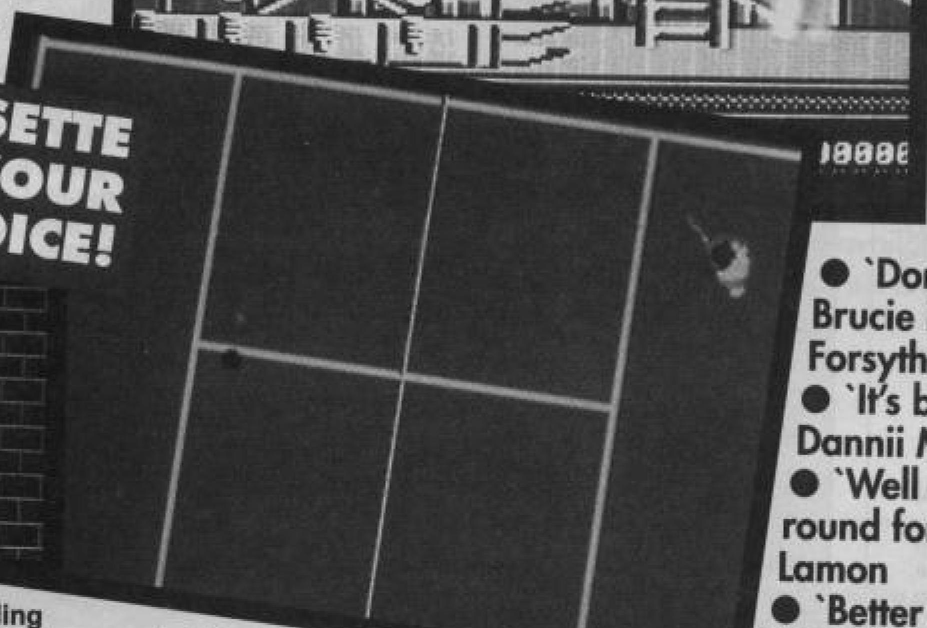
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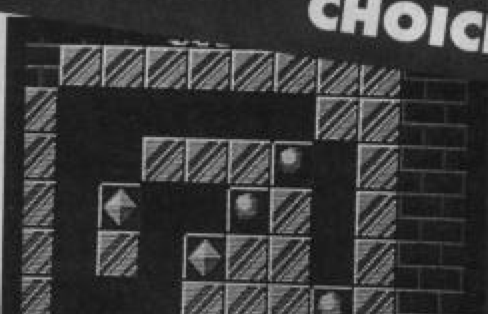
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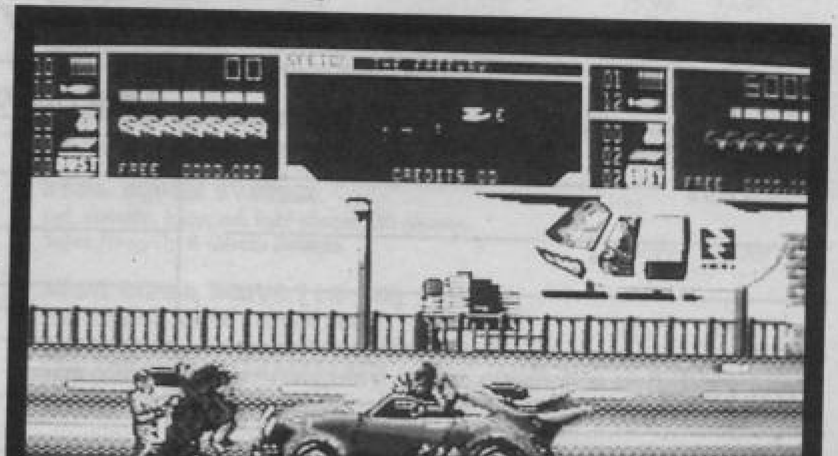
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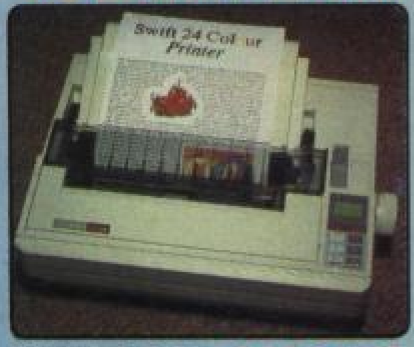
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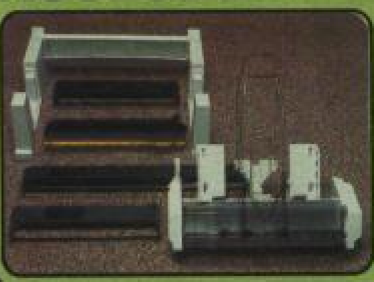
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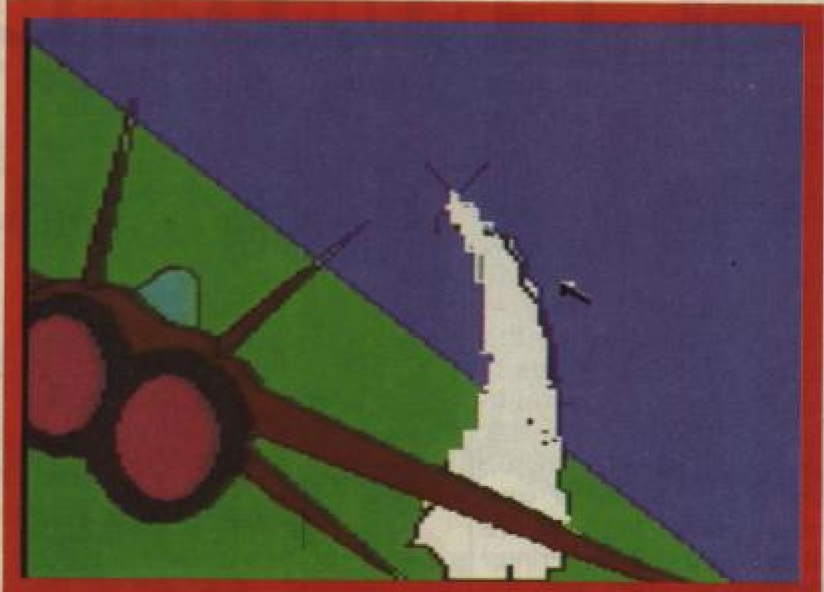
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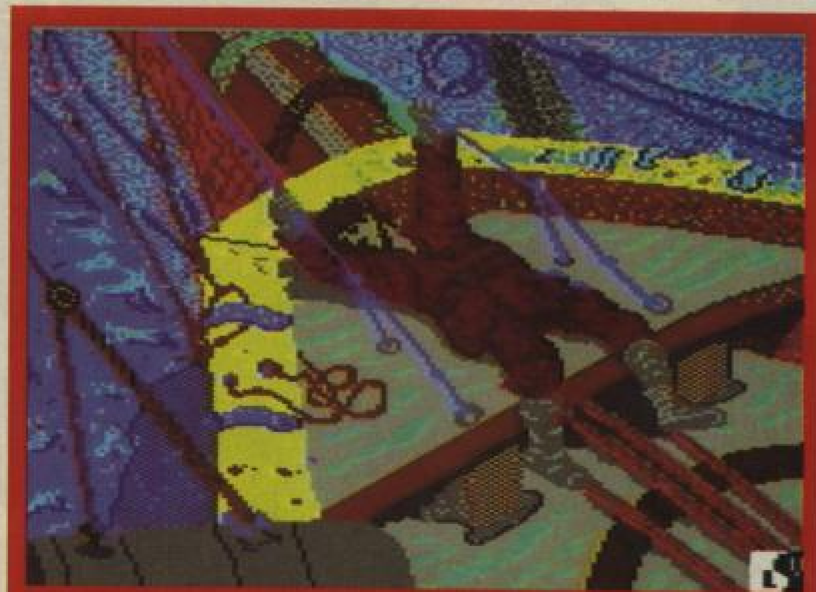
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● Line and Ellipse commands make 'F-18! — Ka-boom!' a relatively simple masterpiece by the Welsh master — Robin Leitchenstein Hogg



● This captures the danger and exhilaration of sailing, a wonderful work by Picasso Phil (are you sure it wasn't it Idea's?— Ed)

SARACEN PAINT

Idea, £11.99 cassette, £15.99 disk

Most art packages are really just part of a sales pitch to persuade you to buy a mouse which you probably won't use for anything else. Such packages are expensive, though and by omitting the 'squeaky' hardware, Italian software house Idea have managed to produce an art utility at a sensible price. Phil 'Picasso' King puts away his crayons, picks up a joystick and starts work on his latest masterpiece...

First things first, I have to admit I'm not one for super-realistic artwork, I prefer the modern approach (he can't draw, but he likes to doodle — Ed). But once the program was running *everyone* was trying to push me off the C64 trying to 'improve' my masterpieces or even have a go at their own. It's fun to mess around and one of the great things about computer graphics is that even for those of us can't draw a straight line, quality computer art is still possible. Pictures can be endlessly tweaked until perfect and most art utilities include a host of special features to create impressive effects.

Saracen Paint hasn't got masses of features but at least the program is easy to pick up. By pressing 'RUN/STOP' you call up the menu screen, this partially obscures the picture you're working on, so you keep having to flick between the two — on-screen icons would have been so much handier.

Nevertheless, many of the usual art utility functions are here. The most obvious is **Draw**, allowing you to draw freehand in any of the 16 available colours. Sadly there are not any different 'brushes' to draw with — just a standard one-pixel line thickness. Another problem is the lack of a mouse — using a joystick it's virtuallly impossible to draw smooth curves or lines. There is a mouse option if you've already got a mouse, but if you don't then the special functions are really invaluable. **Line** can enables you to draw a perfectly straight line by selecting a start and finish point with the on-screen pointer (a minor niggle about the pointer is that it's a solid arrow which often obscures vital pixels when you're trying to draw precisely — a crosshair would have been preferable.)

Box creates a rectangle: first you select a start point for one of its corners, then by moving the pointer you can stretch the box horizontally and vertically — when you've got the size and shape you want, hold down the fire button. A similar technique is used for the **Ellipse** function: this time select its centre first, then stretch the ellipse with the pointer (of course by having equal horizontal and vertical stretch you can create a perfect circle). It's a pity there's no 'arc' command, though; to get a smooth curve you have to create an ellipse, then erase the bits you don't want.

To add colour to your picture, the **Fill** command is invaluable. This fills selected enclosed area with whichever colour you want. However, care must be taken, for if



● Pop art at its finest, apparently crude but in fact evocative and effective. Another masterpiece by the incredibly prolific Phil.

the area is not completely enclosed (ie there are a few missing pixels) the filling colour will 'leak out', inevitably messing up the rest of your masterpiece. This is where *Saracen Paint*'s biggest shortcoming soon becomes apparent: there is no 'Undo' command to correct mistakes. Aarrggghhh! I mean, being such a pathetic artist this is one of the most important features I look for in any art package. The only way to get around this omission is to regularly save the current picture to tape/disk (via another pull-down menu).

A safer way to 'fill' is by using the **Box Fill** and **Ellipse Fill** options. These are used in the same way as their normal counterparts but subsequently fill the newly created box/ellipse with the designated colour. Sadly, there are no patterned fills (as featured in some other packages) which often create interesting effects. The only other drawing function is the **Paint** command which simply changes the selected colour throughout the whole screen.



● Another sample pic by Idea. Apparently Saracen Paint is a development of an in-house system used for many of their games. Note how the mouse pointer has been left on the pic by Phil as a subtle comment on the crude jingoism of the main portrait.

'The program features two very useful magnification options.'

Thankfully, to make up for the inadequacies of the drawing functions, the program features two very useful magnification options. **Zoom** magnifies a small selected area of the screen, showing the tiny pixels as fairly large blocks. Their colour can be changed by simply selecting the desired shade from the palette and clicking on the relevant pixel, making fine tweaking very easy, though laborious. Handily, there's an actual-size inset of the magnified area at the top-left of the screen.

While you're drawing and editing, you'll occasionally come across the C64's colour attribute restrictions. In any 8x8 character block, you are allowed only three different colours plus the generic background colour which applies to whole screen. This is where the **Byte** option comes in handy. A cursor is moved around the picture to select any character block which (by selecting OUT) is then magnified for editing purposes. Its four designated colours are also shown and can be changed. Selecting IN puts the altered character block back into the picture — this can be used to copy the same block anywhere on the screen.



● A collaboration between Phil and the reclusive minimalist Stu Warhol, this fine work demonstrates the use of Copy and Invert functions. Can you spot the subliminal message cunningly placed somewhere on the picture?

However, a much better way of doing this (and more) is via the powerful **Copy** command. You can box any area of the screen and copy it elsewhere. The only restriction is that you can only move said area a number of character blocks; small pixel movements aren't possible (this is due to the afore-mentioned C64 colour restrictions).

Another impressive function is **Invert** which can be used to flip any selected area, either horizontally or vertically. It might not be that useful but it's good fun!

Finally, when you've finished your masterpiece, you might want to give it a title or put your name on it. This is possible via the **Fonts** option. Text can be typed onto the screen in any of several fonts (typefaces). A pity you can't alter the size of lettering though.



● An early, deliberately primitivist etching by Phil and Stu. Most of the caricatures are unusually crude except for the remarkably accurate, indeed 'personal' representation of Markie.

STATE OF THE ART?

As a comprehensive art package, *Saracen Paint* doesn't measure up. Its better points, such as the impressive Zoom and Copy functions, can't really compensate for the limited drawing functions and, worst of all, the omission of an Undo command. Looking at the sample pictures on the other side of the program disk, some reasonable results can be obtained, though you'll need a lot of patience. Nevertheless, we all had lots of fun producing our own pics and it's certainly good enough to keep us doodlers entertained on rainy afternoons.



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PIG in a poke!

LIFE'S A BEACH

Why's the sun always out when I'm in? Anyway I hope you're soaking it up as you read this and you get really bad sunburn!!! — the heat brings out the nastier side in me. If I calm down enough I'll tell you that this month's hot summer tips include the ongoing *Turrican 2* tips, some rather helpful *Navy SEALs* maps, a *SWIV* cheat to help the massacre along. Meanwhile CJ is stampeding to the sound of Robb Hubbard's ace music with a great Sound Of Music hack in this very ish. Now while I twiddle my thumbs waiting for an *Exile* map and dream longingly of a summer beach I'll waffle on here and fill up the space for this intro. There that was easy — right, lotion on, sun out, let's sizzle!

SWIV

(Storm)

From Sales Curve HQ comes the cheat mode for SWIV giving infinite jeeps and infinite helicopters.

1. Pause the game (H)
2. Press the Commodore Key
3. Press Q
4. Press the Commodore Key again
5. Unpause the game (H)

Et voilà mes amies, le cheat mode is ON!

Another way to the same end comes from Kashif Shuja **of Bradford.**
Pause the game and press 1, 3, S and E and the border will flash white. Unpause the game to cheat.

THE POWER

(Demonware)

Hmmm, an interesting one but let's hope MC Hammer doesn't get to hear the game tune! Try these beginner's passwords to get you going.

LEVEL2 VISUAL COWBOY URGENT OOPSUP TOPTEN

Not many, I know, but it was a last minute arrival I'll have you know. More passwords please!

SCOOBY & SCRAPPY DOO

(Hi-Tec Software)

Spooky! We had this not-bad little platformer in the same day as a cheat mode and hack from Waz Pilkington **came in — nifty!**

To obtain infinite Scrappys for the scrap to follow, just enter BRIGHTON on the title screen — the border will go red to confirm this. Unfortunately, this cheat only works for the next game you play so if you quit out of it for any reason then you'll have to reload the game to try it again. Ah well, that's Puppy Power for you.

And here's an Action Replay Cartridge poke for said game.
POKE 13517,173

SUPER MONACO GP

(US Gold)

Ultra, ultra last minute music AND no-lose hacks came in from Waz **and here they are. The music hack is particularly novel in that you use the joystick to select the different in-game tunes! More of this type of system will follow next issue so spot on, Waz! Can anyone out there improve on this?**

Super Monaco Music Hack

1. Load up Super Monaco GP and reset it when it's loaded the race itself.
2. Type in the following listing and RUN it.
3. Now you can put a joystick in Port 2 and move it up, down and left to play the three tunes! Brilliant!

```
1 REM SUPER MONACO GP MUSIC
HACK BY WAZ (C) 1991
2 FOR WA=4096 TO 4189: READ Z:
C=C+Z: POKE WA,Z: NEXT
3 IF C< >9399 THEN PRINT "DATA
ERROR!":END
4 PRINT CHR$(147);"MOVE STICK UP,
DOWN AND LEFT FOR TUNES": SYS
4096
10 DATA
120,169,016,141,021,003,169,036
11 DATA
141,020,003,169,053,133,001,032
12 DATA
000,166,169,000,032,003,166,169
13 DATA
055,133,001,169,075,141,181,220
14 DATA
088,076,033,016,169,053,133,001
15 DATA
032,006,166,169,055,133,001,173
16 DATA
000,220,201,125,240,011,201,126
17 DATA
240,007,201,123,240,011,076,126
18 DATA
234,233,125,141,083,016,076,078
19 DATA
016,233,121,141,083,016,169,053
20 DATA
133,001,169,001,032,003,166,169
21 DATA 055,133,001,076,049,234
```

And if you really want to cheat, here's a handy Waz **listing (for the tape version of *Super Monaco GP*) that keeps the Race Position Limit at 11th and you can finish 10th on each track and still qualify! Great stuff! This also prints the driver's name as WAZ during the game. Mancunian egos, eh!**

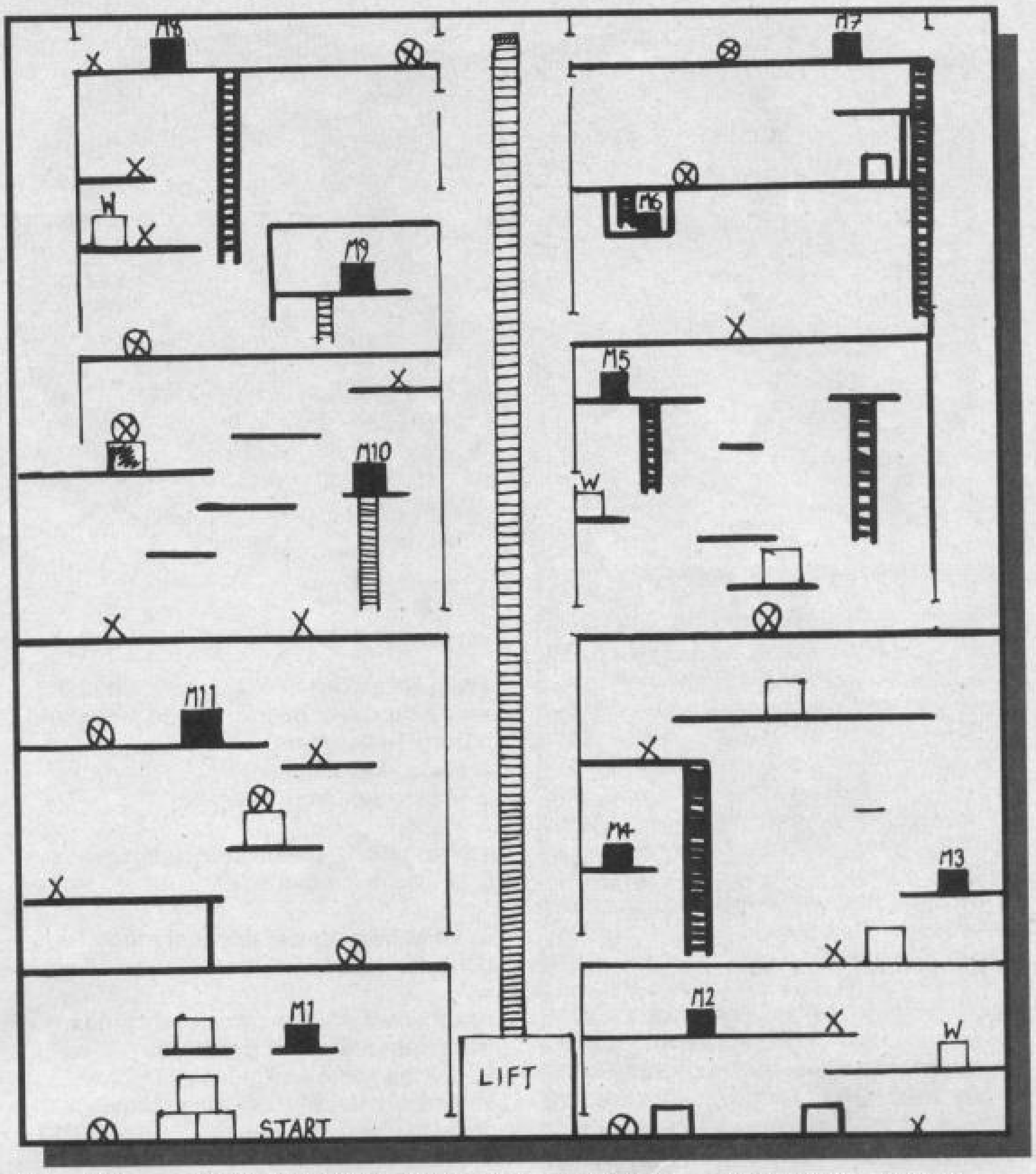
1. Type in the following program and RUN it (after saving it to tape first)
2. Rewind the Super Monaco GP tape to the start and RUN the hack listing.
3. Super Monaco GP will now load and you can qualify to your hearts content!

```
1 REM SUPER MONACO GP LISTING
COURTESY OF WAZ (C) 1991
2 FOR WA=400 TO 449: READ Z:
C=C+Z: POKE WA,Z: NEXT
3 FOR WA=272 TO 317: READ Z:
C=C+Z: POKE WA,Z: NEXT
4 IF C< >10433 THEN PRINT "DATA
ERROR! CHECK THE LISTING": END
5 PRINT CHR$(147);
6 POKE 157,128: SYS 400
10 DATA
032,086,245,169,152,141,208,008
11 DATA
169,057,141,209,008,076,016,008
12 DATA
169,173,141,199,202,169,001,141
13 DATA
200,202,076,000,201,169,186,141
14 DATA
072,200,169,001,141,073,200,076
15 DATA
000,112,169,165,141,117,027,076
16 DATA 016,001
17 DATA
169,010,141,121,021,141,122,021
18 DATA
141,123,021,141,124,021,141,125
19 DATA
021,169,150,141,107,048,141,108
20 DATA
048,141,109,048,169,087,141,104
21 DATA
048,169,065,141,105,048,169,090
22 DATA 141,106,048,076,058,003
```

NAVY S.E.A.L.S

(Ocean)

Sgt Paul Whitaker, Cpl Lee Robson, Pte Owen Tromans **and** Mjr Karl Brudges **have successfully engaged hostile forces in Ocean's cracking cartridge Sizzler and here we have not just tips but maps of Level 2 but 3 to boot! Worthy of a salute any day for those! Next month I'll deal out the facts and maps on Level 4 and 5, and the cheat modes will be extracted from behind enemy lines especially for you lot as well.**

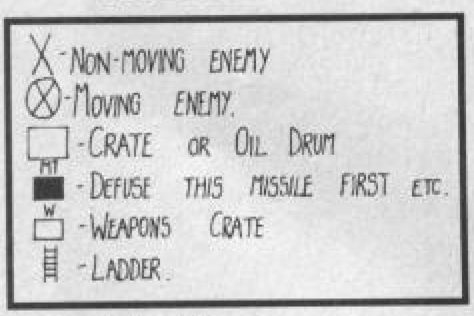


Level 2 — OBTAIN VANTAGE POINT! ● Time Limit — 4:20 Minutes ● Stinger Missiles to Destroy — 11

KILLER TIPS

- Always duck when near an enemy and then shoot them as quickly as possible.
- Don't hang around underneath the lift on level 2 or you'll be crushed! And take care jumping onto the ladder halfway across the lift shaft, if you miss it it's a long (and fatal) way down!
- If you can't get at an enemy, shoot a weapons crate and pick up the weapon — the pick-up causes a smart-bomb effect and gets rid of all enemies on screen — dead handy!
- Hold down fire to send out a large flame if you're using the flamethrower.
- Jumping on Arabs from above kills them.
- The SEALs can survive a fall of 3 oil drums/crates without taking energy loss.
- You can kill enemies with near misses when you're using the rocket launcher — especially handy for Level 3 where there's a good few enemies in close proximity to each other.
- If you're having trouble catching onto ledges, try keeping the joystick pushed up.
- Don't forget that you can fire through walls on all the levels.

THE KEY



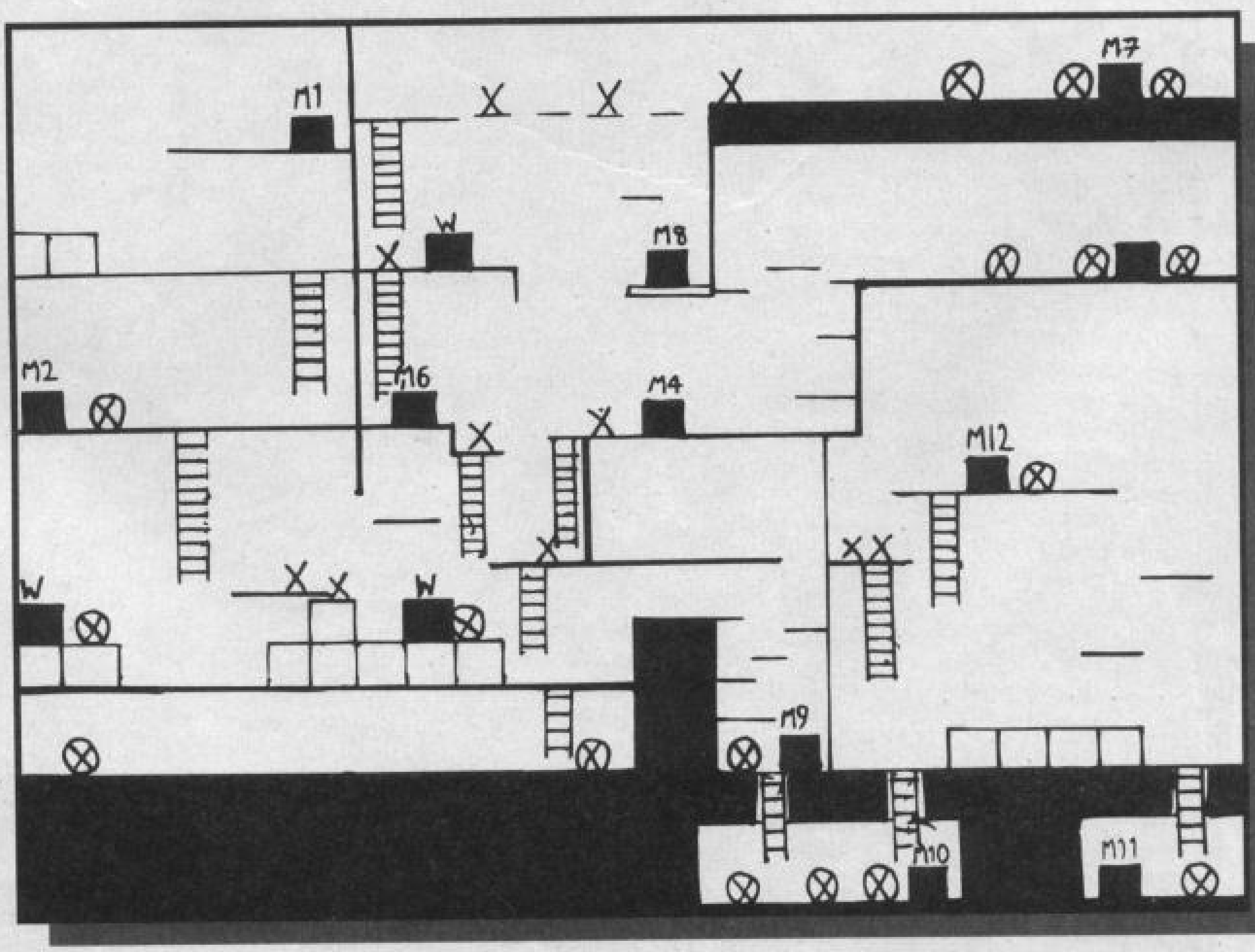
The Weapons

When a crate is shot, the weapon inside is a certain colour so use the colour schemes for quick identification.

M16/M203 Grenade Launcher (Yellow) — The best weapon as it offers a rapid moving shot and takes out more than one enemy when they're bunched together.

Heckler And Koch MPS — Small Machine Gun (White) — Effectively an upgraded pistol with a faster rate of fire but better than the initial weapon (the Pistol) that's for sure!

Flamethrower (Blue) — Totally naff! Avoid at all costs as it takes too long to use and never reaches far enough anyway!



Level 3 — STORM BARRACKS! ● Time Limit — 4:15 Minutes ● Stinger Missiles to Destroy — 11

U.N. SQUADRON
(US Gold)

Load up the game, reset it on the 'fiery horse' title screen and type in the following.

```
1 REM U.N. SQUADRON — RARING TO GO!
2 REM ZZAP! THE BEST OF THE BEST
3 REM BY WAZ
10 FOR WA=4096 TO 4117: READ C: C=C+Z:POKE WA,Z: NEXT
20 IF C< >1667 THEN PRINT "DATA ERROR!": END
30 POKE 56501,75: SYS 4096
100 DATA 129,169,016,141,021,003,141,020
110 DATA 003,169,001,032,192,032,088,096
120 DATA 032,006,026,076,049,234
```

RUN it and now enter POKE 4106,x (with x being any value from 1-3). Finally, enter SYS 4096 (with a RETURN after it) for the music to play!

SKULL AND CROSSBONES
(Domark)

Some hints and tips from Domark HQ for this interesting hack-'em-up, well swash my buckle and shiver my timbers — these are as good as pieces of eight, jim lad.

1. Food is the key to completing the game, you must keep your health up.
2. In tight situations between two enemies use the backslash rather than turning round as it is much quicker.
3. In two-player mode the winner of the duel receives an extra credit. In the event of a draw, nobody wins it. Tactically, it is wise for one player to sacrifice the duel if it looks likely to be drawn.
4. When duelling, the backslash is worth five hit points to the jab's one and thus is the 'killer' move.
5. The up and down jabs are quicker to use than the lunge. However, the lunge can be used from a distance and is especially useful when fighting the end of level henchmen.
6. The small green bottles are worth ten health points, the grapes five, the beer bottles three and the ham one. Thus it is always wise to head directly for the green bottles.
7. The end-of-level henchmen all need a similar move-and-slash tactic. Be careful as one hit from a henchman can take as many as eight health points off you.
8. Always face away from the Medusa, only her stare can hurt. Use the backslash to get rid of her.

POKE 28479,165 (RETURN) — Infinite Energy

SYS 16624 (RETURN) to restart

NORTH AND SOUTH
(Infogrames)

Oliver Fenton of Bushey Heath, Herts is a very civil person with his guide to winning the War in Infogrames's simply superb conversion of the Amiga game that we used to play EVERY lunch hour until *Kick Off 2* appeared. But where's Lesley Anne Down?

FANCY A DATE?

● If you decide to play a one-player game and you choose to be the North then select the year 1864 for an advantage. If you choose to be the South then 1862 or 1863 is a better year for the Confederates.

● For a fair two-player game choose the year 1861 and throw in the three special 'catastrophe' options as well to add a little randomness to the game.

OFF TO THE BATTLE!

● The first move to be made is to establish a rail link between two forts — as the forts are empty at the start there's no problem. While the other units set up the rail link your furthest East unit should be headed for Port Virginia. It's up to you whether or not to take it immediately but you'll have to fight off the other side's repeated attacks until reinforcements arrive. A new unit arrives by ship in April, August and December.

@ If you can, try to finish a unit move with your unit on land containing rivers as it's easier to defend bridges, a wise move if your army is underequipped.

ATTACK! DEFEND! RUN AWAY!

● First things first, if you're defending then destroy any bridges pronto! Force the enemy to move the way you want and you've got them! Try to use your cannon efficiently, limited shots means you could run out at a critical point in the battle.

● If you're attacking then send in the cavalry as quickly as possible to remove the infantry — first gallop along above or below the infantry's line of fire and then when you're nearly level with them, move into the infantry and hack-'em-down! (keep the horses still and keep hacking to really do some damage). After this go for the cannon if you can.

● The defending infantry has an easier job if the horses have to cross a bridge so line them up and fire away, if you miss then just adjust the infantry's line by a few small moves north or south. The infantry fires a lot faster than the cavalry can move so get pumping that fire button!

● If the cannon is cornered by the cavalry then risk either a very small-range shot just in front of the cannon or make a run for it past the horses.

● Remove the infantry and it's only a matter of time before the cannon is used up which leaves the cavalry to win the battle (and that hasn't happened yet in the games we've played!).

● All is not lost even when you have one infantry man left — far from it, with one man remaining you don't have to worry about losing parts of your formation on bridges or spend time moving your men into 'move' formation and then back into 'fire' formation when attacking. Cavalry is a problem, of course, and a late attempt to dodge a cannon ball can be fatal but when it comes to infantry-only fights the one man can often win against several enemy infantry.

● If you're attacking and the bridges are knocked out or guarded by cannons then retreat — you don't lose anything for it and the enemy can't pose too much of a threat if you attacked them!

HOLDING THE FORT

●If you're attempting to capture the fort then run along the top: there's too many dogs, barrels and dynamite to negotiate along the ground — this does make fort capturing fairly predictable but you can fool the computer. Nip down ladders to avoid fort defenders and then nip back up and continue when they've gone past — leap past defenders if you run into them on the long straights.

● For defenders, wait until the attacker is onto a long stretch without ladders and then send a man in and keep pummelling the fire button to floor him again and again. Eventually he'll get past but time is the real enemy for the attacker.

THE GREAT TRAIN ROBBERY

● It's recommended that you run along the top of the train! Seriously, folks, use the Attack the Fort tactics to avoid the train defenders and you should find this level a doddle. If you fall off then either jump or push up to catch onto the front or rear edges of the train as it rockets past. Just make sure you catch hold of it at the start and don't fall off immediately. Pummel the fire button like mad to eliminate the defenders.

● A useful tip for the defenders is to send a man towards the fare-dodger as he goes to jump the carriage gaps, the defender will arrive and whack the attacker one and if he's lucky, knock him off the train altogether.

TURRICAN 2
(Rainbow Arts)

After a break of a month, Rainbow Arts reveal the spiel on World 2 and the rather fast World 3 — it may not seem that useful to have a map of an ultra-fast shmup stage but the 1-UPs need to be collected if you're to stand much chance (restarting on any level of World 3 is not the nicest of experiences). Many thanks to Steven King **of Kendal, Cumbria for his World 3 maps — I don't know how you did it and survived! Ta too to** Richard Hounslow **and** Daniel Newman **of Buckingham (your majesty!)**

As there was all of about 3 bytes left after the game was finished, Manfred and Co. didn't have enough memory to put a cheat mode in which isn't very fair. However, Rainbow Arts' Test Department have come with a useful (?) and very familiar 'cheat', it's a little weird but does work quite well given practice.

1. Connect a second joystick in Port 2 and place it under the desk.
2. Remove your shoes! (Yep, it's that one!)
3. Use your big toe with the joystick button of the second joystick! With this method you can activate the Gyroscope, the Energy Lines and the Super Weapon while still controlling the first joystick in your hands without switching between spacebar and first joystick button.

The End-Of-Level Bad Guys — And How To Defeat Them!

Level 2.1 — Giant Robotic Head
To kill this one stand back and hit with the Super Weapon and follow up with Lightning Blast — extra power-up weapons for this stage would be extremely handy and gyroscope to avoid low laser fire. When it detaches, either stand your ground (in a corner!) and use the Super Weapon and then get past it or immediately change into the gyroscope and wait for it to get near you then roll past it, sow some mines, leap out the other side and hit with Energy Lines and Lightning Blast. Slightly trickier than the Amiga version this one!

A cheat way to beat this big head is unveiled by the familiar-sounding Sam **of Suffolk.**

Instead of walking into the screen where the head is, slowly walk along the platform and stop when you get to the edge of the left platform over the head's pit (you must be able to see the far right platform for this to work), if you've stopped in time the screen won't scroll ahead for the end-of-level conflict. Now wait until your time runs out and you lose a life — the game will replace you where you died but the head will have disappeared allowing you to continue past it and off the level. Brilliant!

Level 2.2 — Giant Robot Batwing
Easy stuff — stand in the little pit and turn on the Lightning Blast and angle it diagonally up-right and keep it there. The batwing does all the work for you destroying its own guns and then finally the head itself, although if time is running low then you're going to have to lose a life as this one takes a while to finish off — these aliens aren't so co-operative these days! If you want, you can jump up after each time the batwing uses his pincers and fire off Energy Lines but watch for the second pincers!

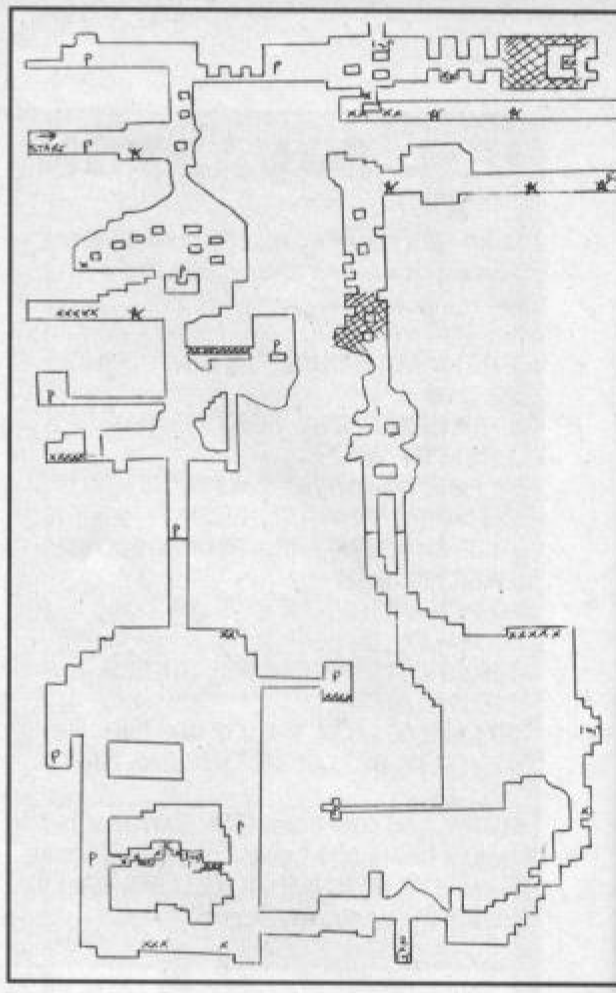
For the speed stages of World 3 don't exaggerate your movements, keep them short and swift to get through the speed-up stages and go for those lives (Level 3.2 is a good time to go for them, you'll need them for surviving the speed of Level 3.3 and that's before you meet the end-of-world spaceship!).

The power-ups are as important as lives in this section so go for them as much as possible (without totalling your ship of course!)

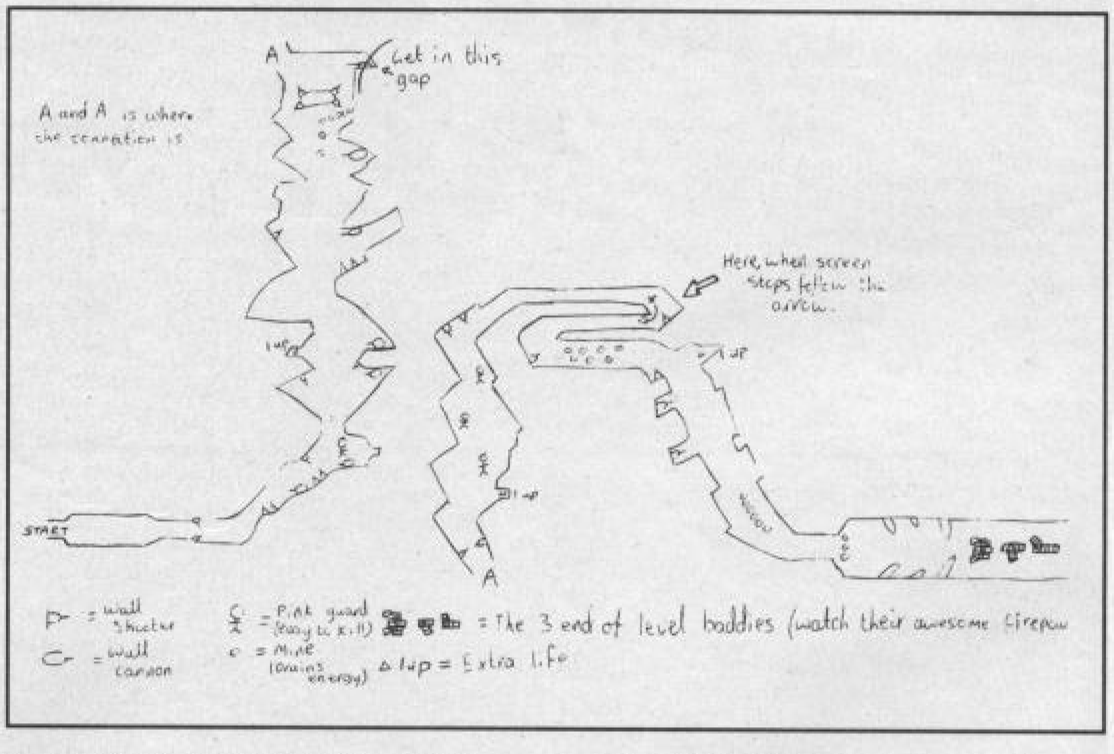
Level 3.1 — Defeating Mother 1
When it opens its eye get up close to it and blast it quickly — this should destroy any eyes before they get a chance to fly but if they do then you're a goner. Energy lines can be a good back up against any rogue eyes that get past you.

Level 3.2 — Defeating Mother 2 (and friends)
Stay in the middle between the two Gatling Guns of the ship and concentrate fire on one of the guns when they stop firing. Move immediately when the ship charges towards you — you'll lose the collision every time if you don't! Repeat this with the second and the third and the spaceship should be easy as pie to dispose of.

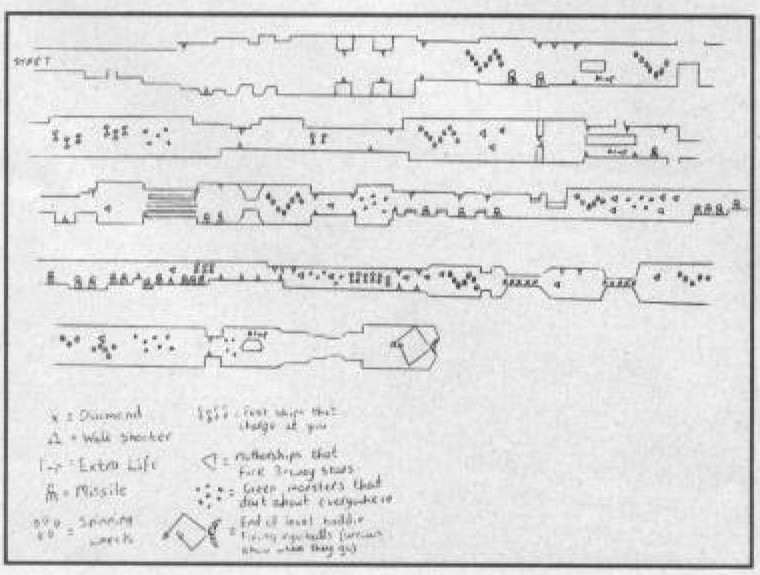
Remember that during the end-level conflict of level 3.2 the top and bottom of the screen are lethal. Lethal that is until the



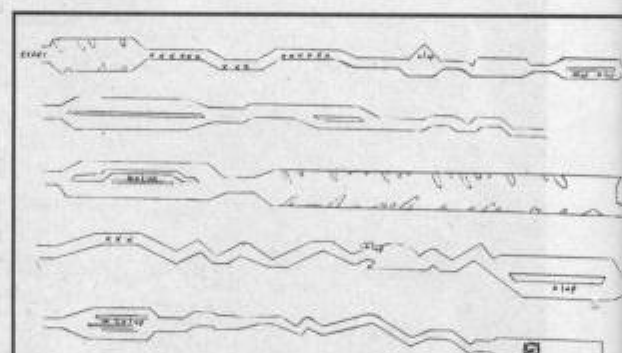
Level 2.1



Level 3.1



Level 3.2



3rd (and final) piece of spaceship moves into those areas, then you can quickly nip up there and blast it — otherwise you're stuck in the middle and the spaceship will quite happily finish you off.

Level 3.3 — Defeating Mother 3 (this one stands between you and World 4). Energy lines are the best you can make do with to tackle this crushing opponent. Go for the vulnerable middle part that is exposed when it opens up prior to a crush. Learn its crushing times and avoid when it gets near — go through the middle if need be, just time it right or else!

NIGHT SHIFT

(Lucasfilm/US Gold)

***Night Shift* worker** Michael Hogarth **of Chelmsford, Essex puts in some overtime to get these codes for levels 11-20.**

SHIFT 11 —
BANANA/PINEAPPLE/CHERRY/PLUM
SHIFT 12 —
CHERRY/PLUM/BANANA/PLUM
SHIFT 13 —
PLUM/CHERRY/BANANA/PINEAPPLE
SHIFT 14 —
PINEAPPLE/CHERRY/PLUM/BANANA
SHIFT 15 —
PLUM/PLUM/PINEAPPLE/PINEAPPLE
SHIFT 16 —
BANANA/BANANA/PINEAPPLE/BANANA
SHIFT 17 —
BANANA/PLUM/CHERRY/PLUM
SHIFT 18 —
PLUM/LEMON/LEMON/PLUM
SHIFT 19 —
LEMON/PINEAPPLE/CHERRY/PLUM
SHIFT 20 —
CHERRY/PINEAPPLE/PINEAPPLE/CHE RRY

CHIP'S CHALLENGE

(US Gold)

And in a final mammoth tipping stage here's the final 69 codes to get you into real deep water in the quest for Mental Melinda's matrimonial message.

76
NMRH — FOUR PLEX 77
FHIC — INVINCIBLE CHAMPION 78
GRMO — FORCE 79
JINU — DRAWN AND QUARTERED 80
EVUG — VANISHING ACT 81
SCWF — WRITERS BLOCK 82
LLIO — SOCIALIST ACTION 83
OVPJ — UP THE BLOCK 84
UVEO — WARS 85
LEBX — TELENET 86
FLHH — SUICIDE 87
YJYS — CITYBLOCK 88
WZYV — SPIRALS 89
VCZO — BLOCK BUSTER 90
OLLM — PLAY HOUSE 91
JPQG — JUMPING SWARM 92
DTMI — VORTEX 93
REKF — ROADSIGN 94
EWCS — NOW YOU SEE IT 95
BIFQ — FOUR CORNERS 96
WVHY — PARANOIA 97
IOCS — METASTABLE TO CHAOS 98
TKWD — SHRINKING 99
XUVU — CATACOMBS 100
QJXR — COLONY 101
RPIR — APARTMENT 102
VDDU — ICEHOUSE 103
PTAC — MEMORY 104
KWNL — JAILER 105
YNEG — SHORT CIRCUIT 106
NXYB — KABLAM 107
ECRE — BALLS O FIRE 108
LIOC — BLOCK OUT 109
KZQR — TORTURE CHAMBER 110
XBAO — CHILLER 111
KRQJ — TIME LAPSE 112
NJLA — FORTUNE FAVOURS THE 113
PTAS — OPEN QUESTION 114
JWNL — DECEPTION 115
EGRW — OVERSEAS DELIVERY 116
HXMF — BLOCK BUSTER II 117
FPZT — THE MARSH 118
OSCW — MISS DIRECTION 119
PHTY — SLIDE STEP 120
FLXP — ALPHABET SOUP 121
BPYS — PERFECT MATCH 122
SJUM — TOTALLY FAIR 123
YKZE — THE PRISONER 124
TASX — FIRETRAP 125
MYRT — MIXED ANTS 126
QRLD — ROCK N ROLL 127
JMWZ — SKELZIE 128
FTLA — AIR FULL 129
HEAN — LOBSTER TRAP 130
XHIZ — ICE CUBE 131
FIRD — TOTALLY UNFAIR 132
ZYFA — MIX UP 133
TIGG — BLOBDANCE 134
XPPH — PAIN 135
LYWO — TRUST ME 136
LUZL — DOUBLEMAZE (Nasty One This! — Rob H) 137
HPPX — GOLDKEY 138
LUJT — PARTIAL POST 139
VLHH — YORKHOUSE 140
SJUK — ICEDEATH 141
MCJE — UNDERGROUND 142
UCRY — PENTAGRAM 143
OKOR — STRIPES? 144
GVXQ — FIREFLIES (The Last Level! Hurrah! — Rob H)
Phew!

CHIPPY CHEAT

And here's a last minute cheat from Marcel V. Puxxen (is that right? MVP?) from Holland way, with a cheat.

Die 10 times then you get the chance to skip the level. Say Yes to the prompt, press Fire and you see the start screen of the previous level with another code. Start the level and press X to exit and then enter the new password, bob's your uncle and fanny's your aunt, you're a cheating chipper!!

LAST NINJA 3

(System 3)

And for your aural delectation, do you fancy a music hack or two from the Pilkington Bros**? Try this one. There's two hacks here, one for the music for all levels and the end sequence and also a hack for the incredible intro sequence music (easily System 3's best to date).**

1. Plug in your Reset Switch/Reset Cartridge, load up *Last Ninja* 3 and play away till you get to the groovy track you want to hack.
2. Hit the magic button and either type in or LOAD up the music hack for whichever tune you want (Hack 1 for all levels and the end sequence, Hack 2 for the intro tune) and then RUN it for the music!

HACK 1 (All levels and end sequence music)

```
0 REM LAST NINJA 3 MUSIC HACK 1 BY WAZ
1 REM ALL LEVELS AND END MUSIC
2 REM FOR ZZAP! SIMPLY THE BEST!
3 FOR WA=4096 TO 4143: READ Z: C=C+Z: POKE WA,Z:
NEXT WA
4 IF C< >4061 THEN PRINT "ARMAKUNI DOESN'T LIKE
ERRORS! CHECK THE LISTING LAST NINJA!": END
5 SYS 4096
10 DATA 120,169,0,34,141,020,003,169,016
11 DATA 141,021,003,169,053,133,001,169
12 DATA 001,032,006,064,032,000,064,169
13 DATA 055,133,001,169,075,141,181,220
14 DATA 088,096,169,053,133,001,032,003
15 DATA 064,169,055,133,001,076,049,234
```

HACK 2 (Cinematic intro sequence)

```
0 REM LAST NINJA 3 MUSIC HACK 2 BY WAZ
1 REM INTRO SEQUENCE
2 REM FOR ZZAP! SIMPLY THE BEST (AGAIN)!
3 FOR WA=4096 TO 4143: READ Z: C=C+Z: POKE WA,Z:
NEXT WA
4 IF C< >4402 THEN PRINT "ARMAKUNI STILL DOESN'T LIKE
ERRORS! CHECK THIS LISTING AS WELL LAST NINJA!": END
5 SYS 4096
10 DATA 120,169,034,141,020,003,169,016
11 DATA 141,021,003,169,053,133,001,169
12 DATA 000,032,006,178,032,000,178,169
13 DATA 055,133,001,169,075,141,181,220
14 DATA 088,096,169,053,133,001,032,003
15 DATA 178,169,055,133,001,076,049,234
```

SOUND OF MUSIC

Another Waz special with some oldies and Megatape goodies undergoing the hack process.

SALAMANDER

(Imagine/The Hit Squad)

One of my all-time favourite coin-ops overflows with aural ambience with this listing.

1. Load up Salamander and load Level 1 and then hit the Reset Switch.
2. Now type the following with a RETURN after each line:

```
POKE 43,1
POKE 44,48
POKE 12288,0
NEW
```

NB: The above POKES must be entered first before the following step is taken otherwise the routine will crash the game!
3. Once done, type in the listing below and the two main tunes are up and running.

SALAMANDER LISTING

```
1 REM SALAMANDER IS ACE!
2 REM WAZ LISTING FOR ZZAP! ALRIGHT!
3 IF PEEK (44)< > THEN SYS 64738
4 FOR WA=14336 TO 14389: READ Z: C=C+Z: POKE WA,Z: NEXT
5 IF C< >5226 THEN PRINT "ERROR": END
6 PRINT CHR$(147);"PRESS 1 OR 2 FOR SALLY-MANDA TUNES!": SYS 5360: SYS 14336
10 DATA 120,169,048,141,020,003,169,056
11 DATA 141,021,003,169,096,141,048,019
12 DATA 169,075,141,181,220,088,032,228
13 DATA 255,201,049,240,007,201,050,240
14 DATA 009,076,022,056,032,240,020,076
15 DATA 022,056,032,249,024,076,022,056
16 DATA 032,007,019,076,049,234
```

FELIX

(Elite/ZZAP! Megatape 8)
Load up the game and reset it and type the following and RUN for musical accompaniment. Press 1-4 for tunes.

FELIX LISTING

```
1 REM FELIX IS FAB!
2 REM WAZ LISTING FOR ZZAP! OK!
3 FOR WA=4096 TO 4164: READ Z: POKE WA,Z: C=C+Z: NEXT
4 IF C< >6772 THEN PRINT "DATA ERROR": END
5 PRINT CHR$(147);"PRESS 1-4 FOR TUNES!": SYS 26856: SYS 4096
10 DATA 120,169,016,141,021,003,169,063
11 DATA 141,020,003,169,075,141,181,220
12 DATA 088,032,228,255,201,049,240,015
13 DATA 201,050,240,017,201,051,240,019
14 DATA 201,052,240,021,076,017,016,032
15 DATA 156,107,076,017,016,032,094,106
16 DATA 076,017,016,032,232,104,076,017
17 DATA 016,032,244,093,076,017,016,032
18 DATA 187,092,076,049,234
```

ROB HUBBARD — THE MEGA HACK!

And from one Rob H we go to another equally famous Rob H with this superb listing from Warren Pilkington. This allows you to hack out the tunes from the literally dozens of games that the other Rob H has done the business on. Follow the instructions and you'll soon have music to get you going, so to speak.

1. Type in the HUBBARD HACK listing below and save it out to tape/disk for future use.
2. Load up the relevant game and reset the C64 with a Reset Switch when the music you want to extract is playing.
3. Now load in your saved Hubbard Hack Listing and add the data line specific to the game you've loaded and the music you want to hear (look through the ROB H'S DATA LIST for the relevant game).
4. RUN the program and the C64 should do another Reset.
5. Now type POKE 3088,X and hit RETURN (the possible values of x are given by the side of each game's data statement).
6. Now type SYS 3072, press RETURN and the music will play!

HUBBARD HACK

```
1 REM ROB HUBBARD MUSIC HACK
2 REM A ZZAP! AND WAZ PRODUCTION
10 FOR WA=3072 TO 3119: READ Z: POKE WA,Z: C=C+Z: NEXT
11 IF C< >3957 THEN PRINT "DATA ERROR": END
12 READ A,B,C,D: POKE 3090,A: POKE 3091,B: POKE 3111,C: POKE 3112,D: SYS 64738
20 DATA 120,169,034,141,020,003,169,012
30 DATA 141,021,003,169,053,133,001,169
40 DATA 000,032,030,012,169,055,133,001
50 DATA 169,075,141,181,220,088,096,023
60 DATA 001,026,169,053,133,001,032,030
70 DATA 012,169,055,133,001,076,049,234
```

ROB H'S DATA LIST

GERRY THE GERM (Firebird)
100 DATA 0,224,18,224
(x range is 0-6)

COMMANDO (Elite)
100 DATA 0,80,18,80
(x range is 0-2)

STAR PAWS (Software Projects)
100 DATA 193,188,9,176
(x range is 0-2)

DELTA (Thalamus)
100 DATA 87,195,228,189
(x range is 0-12)

DRAGON'S LAIR II (Software Projects)
100 DATA 15,192,21,192
(x range is 7-9)

ACE II (Cascade)
100 DATA 30,12,63,224
(x is 0)

F1 SIMULATOR (Mastertronic)
100 DATA 0,192,17,192
(x is 0)

CRAZY COMETS (Mastertronic)
100 DATA 0,80,12,80
(x is 0-1)

MONTY ON THE RUN (Gremlin)
100 DATA 84,149,18,128
(x is 0-2)

NEMESIS THE WARLOCK (Martech)
100 DATA 9,224,15,224
(x is 0)

RASPUTIN (Firebird)
100 DATA 0,192,32,192
(x is 0-1)

BUMP SET SPIKE (Mastertronic)
100 DATA 0,52,6,52
(x is 0-1)

ARCADE CLASSICS (Firebird)
100 DATA 9,48,15,48
(x is 0)

SANXION (Thalamus)
(Loading Music)
100 DATA 240,239,9,240
(x is 0)
(Game Music)
100 DATA 30,12,16,192
(x is 0)

ONE MAN AND HIS DROID (Mastertronic)
100 DATA 0,176,21,176

KENTILLA (Mastertronic)
100 DATA 0,171,6,171
(x is 0)

GAPLUS (Mastertronic)
(Loader)
100 DATA 13,228,19,228
(x is 0-3)

W.A.R. (Martech)
100 DATA 48,228,54,228
(x is 0-7)

I, BALL (Firebird)
100 DATA 31,229,9,224
(x is 0)

IK+ (System 3)
100 DATA 9,224,15,224
(x is 0)

INTERNATIONAL KARATE (System 3)
100 DATA 0,174,12,174
(x is 0)

DELTA (Thalamus)
(Loader)
100 DATA 12,192,18,192
(x is 0)

INVADALOAD (Mastertronic)
100 DATA 0,224,18,224
(x is 0)

LOAD'N'PLAY (Mastertronic)
100 DATA 0,248,3,248
(x is 0)

THING ON A SPRING (Gremlin)
100 DATA 0,192,18,192
(x is 0)

AUF WIEDERSEHEN MONTY (Gremlin)
100 DATA 9,228,15,228
(x is 0-12)

LIGHTFORCE (FTL)
100 DATA 185,240,191,240
(x is 0)

THUNDERCATS (Elite)
100 DATA 12,237,18,237
(x is 0)

SIGMA 7 (Durell)
100 DATA 13,128,19,128
(x is 0)

ZOOLOOK (Compunet Demo)
100 DATA 13,16,19,16
(x is 0)

TARZAN (Martech)
100 DATA 3,224,12,224
(x is 0-11)

SHOCKWAY RIDER (FTL)
100 DATA 60,242,9,237
(x is 0)

TRAIN ROBBERS (Firebird)
100 DATA 234,181,220,181
(x is 0)
Or
100 DATA 0,133,6,133
(Type POKE 54296,15 with a RETURN once you've run the program).

RICOCHET (Firebird)
100 DATA 9,144,15,144
(x is 0)

CORRECTION CORNER

And here's a few amendments to some 'not-so-efficient' listings that I printed last issue, although thankfully they're all pretty minor errors — for once!

In the Tipsplus booklet last issue some of the CHR$ statements ended up with hashes instead of dollar signs so simply swap the hashes for dollar signs. (CHR# round for CHR$!) Now if this has all come out OK in the magazine, this should work.

A teeny weeny bug crept into CJ's tips which also included a mysterious repeat of some of the tips. In the 'hidden programmer messages' hack the messages are actually in the Ashley Hogg Music Demo on Megatape 17 and not in the *CJ's Elephant Antics* game itself. Of course!, you cry. Also the actual second POKE is POKE 2485,79 and not 2465,79 after all.

And in the Maniacs hack a value was left out of the *Hawkeye* Loader data line but if you input this line instead then everything should be OK. RUN it to fiddle with the Music Manipulator.

100 DATA 36,171,70,171,162 (RETURN) after this line.
(x is still of the value 0)

MIDNIGHT RESISTANCE

(Ocean)

Waz **pops up again with infinite lives, weapons and keys for both Reset Switch owners and non-Resetters!**
For those of you WITHOUT a reset switch, hack away with this listing. When you've typed it in, RUN it and Press Play On Tape as the game says.

```
10 REM MIDNIGHT RESISTANCE BY WAZ
20 FOR WA=380 TO 446: READ Z: C=C+Z: POKE WA,Z: NEXT WA
30 IF C< >7656 THEN PRINT "DATA ERROR! CHECK LISTING!": END
40 POKE 157,128: PRINT CHR$(147): SYS 380
100 DATA 32,86,245,169,32,141,84,3,169,146,141
110 DATA 85,3,169,1,141,86,3,96,23,1,26
120 DATA 72,169,0,141,253,19,141,215,19,169,234,141,
130 DATA 228,181,141,229,181,141,230
140 DATA 181,169,173,141,60,40,169,87,141,96,10,169,65
150 DATA 141,97,10,169,90,141
160 DATA 98,10,104,173,32,308,96
```

For those of you WITH a Reset Switch, you can save yourself 10 minutes by loading up the game, resetting it on the title screen and typing the following to get various add-ons.

For infinite ammunition for a collected weapon
POKE 5079,0 POKE 5117,0
For infinite lives (useful when selecting weapons)
POKE 46564,234 POKE 46565,234 POKE 46566,234
And type these in to finish the hacking off
POKE 2048,120 POKE 2049,216 POKE 2050,162

SYS 2048 to restart the cheating *Resistance*.

COMING SOON!

Exile — The Full Facts! *Gem'X* — The Gem Girls Reveal All! *Elvira* — The Best Tips Around! A Multitude of Megatape Master Tips! *Gauntlet 3* — A Tourist's Guide to Capra! Stay tuned to the hottest channel around!

SO WHY AIN'T I ON IT???

The heat, the heat — darn mosquitoes and those infernal drums, always beating — I can't take it anymore, I'm going mad! Yes, it looks as if the summer is well and truly here as a heatwave hits Ludlow. The worst effect of this heat is a lethal outbreak of psychedelic-shorts-disease to rival the creations brewed up in the mag by Film Planning (so that's why we're all wearing sunglasses!). I have this horrid feeling we haven't seen the last of them.

Back on the PIAP front, next month we have on the definite list an *Extreme* map, *Spikey In Transylvania* — maps, tips, solutions, (the works!), the start of some ace *Puzznic* tips (at long last), *Navy SEALs* (The Final Blast) and ever more *Turrican 2* (The Final Slaughter) helpful hints. *Midnight Resistance* will get hacked to death and there'll be a superb music hack for as many Ocean games as you can think of (space permitting of course!). Oh, and *Shadow Dancer* (The Final Woof).

Be like Paul (*Navy SEALs) Whitaker* and send in some ace tips on any game and fame and fortune (well, £30 or so) will be yours — special prizes are up for grabs and subscriptions too so come on down — Rob's your uncle!

The address for tips galore, compliments aplenty, used tenners, orange smarties and general adulation is (well I never!) *Pig in a Poke, Newsfield, ZZAP!, Ludlow, Shropshire SY8 1JW.*

LONE WOLF
The mirror of death

Audiogenic, £10.99 cassette, £14.99 disk

Star of many a solo roleplaying book, Lone Wolf is a fearsome warrior. Now, sole-surviving Kai Master of Sommerlund, he has pledged to return the Kai to their former glory by recovering seven magical Lorestones.

Rumour has it one of these is hidden in the towering fortress, Kazan-Gor, the stronghold of Gorazh the evil sorcerer. This rather unpleasant chap was getting a bit too big for his boots, so The Elder Magi constructed an energy field around the whole fortress to trap him. Obviously he wasn't too chuffed so he vowed to keep the Lorestone there forever. To foil intruders, he constructed many traps including The Mirror Of Death which apparently reflects an evil entity that takes on the appearance of its opponent.

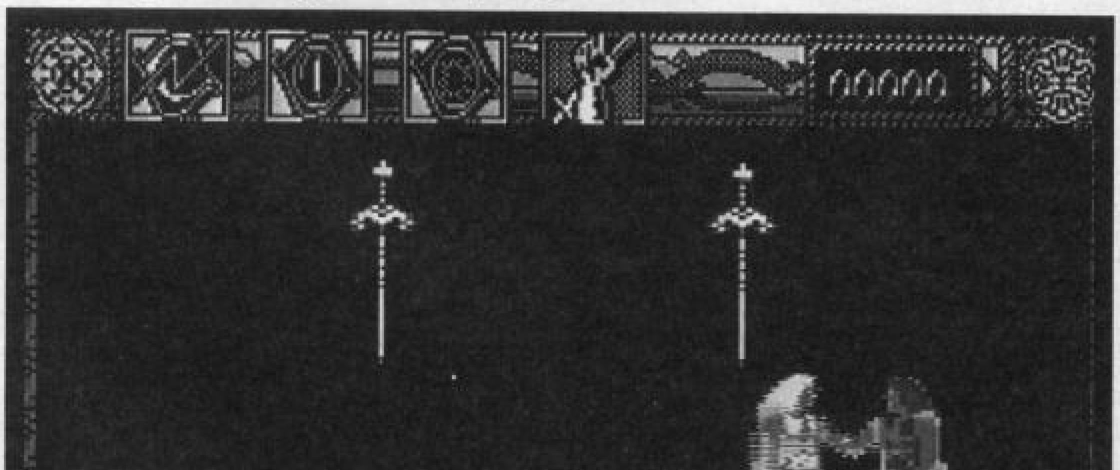
Well it did. At the start of the game, Lone Wolf has just smashed it with his sword (flippin' vandal) and is about to suffer some bad luck. Seven unearthly demons have arisen, each armed with a shard from the mirror. It's up to Lone Wolf to explore the fortress's many towers to find and defeat each of the demons in one-on-one, hack 'n' slash combat.

The disappointing Lone Wolf sprite can leap onto static and moving platforms and climb up ladders. Hazards include missile-spitting Gargoyles and vicious Krow birds which drain Wolfy's energy. Worse still, if Lone Wolf is climbing a ladder at the time, he is knocked off and can fall several screens — very annoying.

To aid his quest, at the start of the game our hero can choose four from eight magical Kai skills. Activated via the function keys, these are limited and so must be used sparingly. Though a good idea, some of these powers make combat ridiculously easy. For instance, by using the wolf apparition (which looks like a harmless dog), you can simply hack your paralysed opponent at leisure until he's dead! So you never really need to use the various combat moves, especially the defensive, blocking ones.

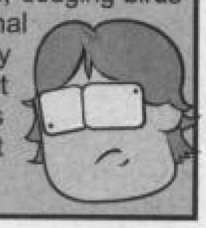
Graphically the game is no less disappointing. The large, sluggish sprites lack any detail and the simple backgrounds are no better. All told, *Lone Wolf* is a bit of a howler.





● **Lone Wolf tackles another blonde baddie in a one-on-one combat scene. Now then lads we want a good clean fight — no hair pulling!**

Lone *Wolf* gets off to a poor start with some very disappointing graphics, the backgrounds are dull and character animation limited. It looks like a game from the days when people tried to do big, coin-op style graphics but failed! Sadly gameplay is similarly disappointing. For the first few goes exploring a largish flickscreen castle is interesting; timing how to get past fire-spitting gargoyles, dodging birds and fighting the occasional warrior. Unfortunately there's not much more to it than that; the various mystical powers aren't that sophisticated.



KAI SKILLS

Psi Surge: A mental force that can paralyse foes.
Mindshield: A defence against an opponent using Psi Surge.
Animal Kinship: Ahem. Lone Wolf can create a terrifying vision of a wolf to stun his opponent.
Invisibility: Self-explanatory, plus the flashing Lone Wolf is also invulnerable to normal hazards.
Sixth Sense: The uncanny knack of knowing which route to take.
Divinity: Enables Lone Wolf to see invisible enemies.
Weapon Skills: Allows quicker, more effective use of sword.
Healing: Restores lost energy, but only when one of the seven demons is present.

CREDITS

Design: Ian Upton
Program: Gary Patchen and Rob Nicholson
Sound: Dave Whittaker

A Mr Micro Production.

PRESENTATION 53%
Free solo roleplaying book, choice of Kai skills, music/FX, animation status panel.

GRAPHICS 34%
Blobby sprites on Spectrumesque backdrops.

SOUND 48%
Okay 'Ride Of The Valkyries tune, sparse FX.

HOOKABILITY 35%
Initially exploration is fairly involving. Unfortunately control response is sluggish and combat simplistic.

LASTABILITY 27%
The more you explore, the more the lack of variety becomes apparent in gameplay and graphics.

OVERALL 29%

Freebie roleplaying book plays better than this archaic program.



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Screen shots from Amiga version

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The POWER

Demonware, £11.22 cassette, £15.28 disk

There seems to be a veritable rash of puzzle games appearing this summer, with Demonware's *Gem 'X* also reviewed this month. *The Power* falls into the familiar disappearing tiles category, in its case tiles are disguised as hearts (ahhh), which must all be collected to complete the level. The one doing the collecting is Max, a blob in love with Mini— a blob with a bow! It's not exactly a *Gone With TheWind* -type romance but hey, blobs have feelings too!

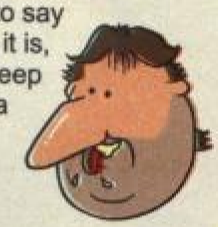
Being a blob, Max has a bit of a problem with stopping, more precisely, he can't — not unless he runs into something solid, like a wall, a moveable stone or (gasp!) Mini herself. So in the game you move the joystick around to place a cursor on Max, a tiny arrow appears and you can then push off in whichever direction you want (but not diagonals). The clever bit comes in pushing around moveable stones, these are also controlled by the cursor and again only stop when they hit something solid. Moving around the stones so you can get to the hearts, and using Max himself to stop stones leads to some fiendishly difficult problems. An additional complication is that moveable stones can destroy each other (red destroys green, which in turn can destroy a blue stone). Fortunately there's a password given at the end of each level.



● Collect the hearts to rescue Mini! A simple early screen with a single green moveable stone.

There's two different ways of viewing the game. TACTICAL uses really tiny graphics which show the complete level on screen, but looks rather yawn-inducing. ARCADE isn't stunning either, but all the various objects are a lot bigger and provide a more appealing intro into the game. Sadly, the instruction manual's simultaneous two-player mode seems absent from the C64 version; here you're limited to taking turns.

Disk owners get a comprehensive and easy-to-use level editor. You can edit any of the set 50 levels, or create your own levels from scrap and do another 50 levels for your own redesigned game! This option underlines the lastability of the game, even without the editor the fifty levels provide enough for quite enough brainache for me. It seems to be tougher than games such as *Atomix* or *Atomino*, although both of those games have a more imaginative and involving structure. *Atomix*, in particular,has a very similar, moving tile-type approach but building atoms is more compelling than kissing a blob! That's not to say *The Power* isn't addictive, it is, and the toughness does keep you intrigued for hours at a time. Recommended for puzzle-freaks and blob lovers everywhere.



With the game's title and the blurb on the advert, I was expecting *The Power* to have some Snap sonics — instead we get an MC Hammer remix! Odd. Still, wherever the music comes from it's good stuff and a nice accompaniment to the absorbing puzzle action. However easy it starts out, *The Power* soon gets the old brain valves steaming — thankfully there's a password system. A pity the game as a whole doesn't have a great deal in the way of graphic variety. All in all, it doesn't challenge my favourite tile-puzzler, *Puzznic*, but it's fun for a while.





● The graphics are rather crude in the Tactical display, but since it usually shows the whole playfield it's best. The user-friendly editor program uses these graphics too.

CREDITS

Program: Joachim Fraeder
Graphics: Michael Detert
Sound: Thomas Detert

TAPE ● DISK

PRESENTATION 79% ● 88%
Tactical/arcade views, cutesy start/end-level pics, password system and reset level option. Multiloading is a bit hassle on tape. Disk version not only has faster accessing, but a very good editor.

GRAPHICS 58%
Tactical map's graphics are tiny and simplistic, but effective with attractive scrolling backgrounds. Arcade graphics are bigger, but not that much more attractive.

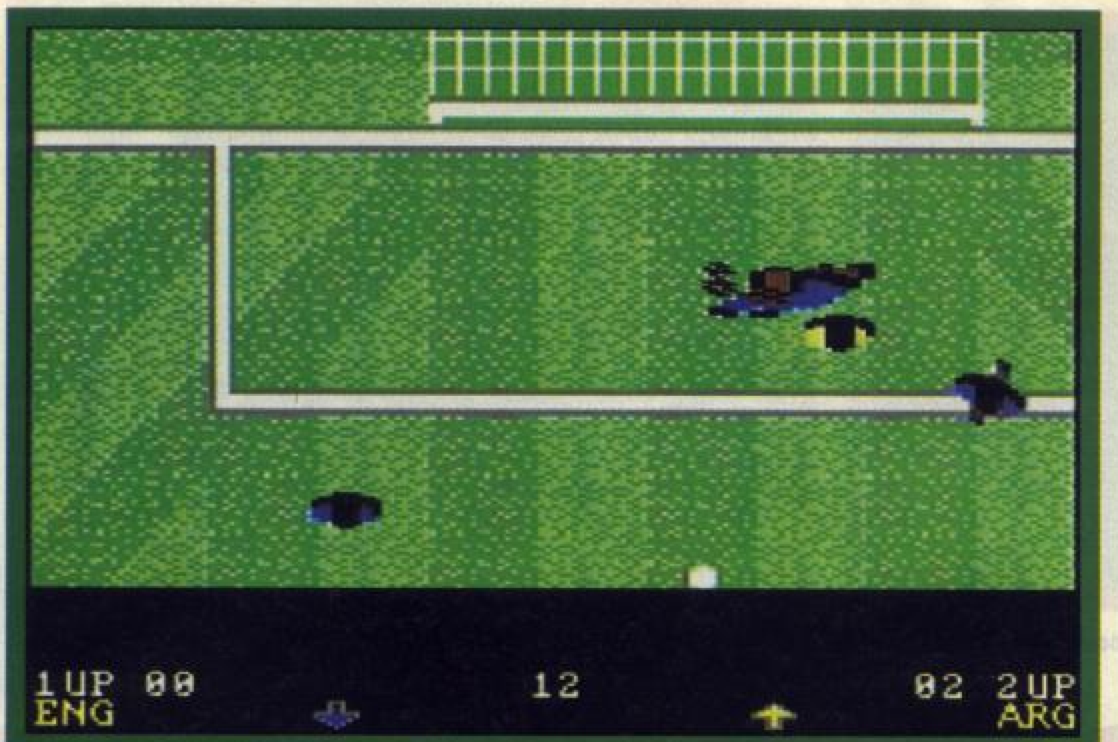
SOUND 81%
A couple of okay, optional tunes.

HOOKABILITY 74%
First few levels couldn't be easier, but you soon need to use moving stones etc.

LASTABILITY 72% ● 76%
Fifty levels makes for a tough tape game, but disk version really scores with great editor.

TAPE 72% **DISK 76%**

Not particularly innovative, but quite playable.



● Serious deja vu with yet another sim based on the 1990 World Cup. This time around Argentina are poised for a crushing victory. Shame there's no player selection option so we could boo Maradona!

World Championship SOCCER

Elite, £9.99 cassette, £12.99 disk

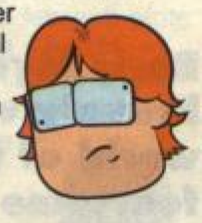
Just when you thought you'd finally seen the back of the footie season, Elite offer us this flashback to the World Cup via a conversion of a Sega coin-op. It's not an official product, hence World *Championship* not Cup, but all 24 of the Italia teams are here. At the start of the game you get to choose which of them you want to control via a world map, click on a country and you get all the team details: speed, skill, defence, keeper and the overall ratings. Unfortunately there's no team selection and team formations are always 4-4-2, which limits the tactical side to glowering at your team (sort of a Brian Clough approach). A bit of a shame but the important thing is the actual play on the rather nicely shaded pitch.

Matches are shown from overhead, with slick multidirectional scrolling. You always control the team member nearest the ball and dribbling is automatic, the ball glued to your foot. The only way to steal the ball of an opponent is to slide-tackle him: this you can do fearlessly from any direction as there are no fouls! If your defence is beaten you get to move your keeper along the goal line to make last ditch saves.

When in possession, pressing fire passes/shoots the ball in the direction faced. The height of the pass depends on whether the joystick is pushed forward (low), centred (medium) or back (high). Unfortunately there's no radar scanner so getting a passing game going is difficult. Another problem is the controls don't reverse depending on your direction of movement, so pushing up always keeps the ball low whether you're going up or down — distinctly odd. A more minor oddity is that the massive sprites are always in either blue or yellow strips, there's no attempt to represent national sides.

If the ball goes out of play there's the usual throw-ins, corner kicks and goal kicks — but with no fouls, obviously no penalties. Each match lasts six minutes, with disappointingly no overtime or penalty shoot-outs. In the World Championship draws are settled by rematches. However, the Championship format is identical to the World Cup with 24 teams in six groups, the best 16 going onto the knockout stages.

Matches aren't that long, maybe, but the absence of a save function is irritating. And in the end *World Championship Soccer* is rather crippled by such minor glitches. When the competition is the glitzy, polished-to-perfection *MicroProse Soccer* you can't afford to mess up the details. Moreover, however slick *WCP*'s scrolling, goal mouth scrambles lead to some confusing scrums in which the logic of goals and misses is rather unclear.





● You can choose to play any of the World Cup teams. Here's England's stats before Graham Taylor ruined 'em!

This didn't look at all bad at first: large sprites, smooth scrolling, fast action. And the first couple of two-player games were quite fun. However, serious glitches soon became apparent, of which one of the most confusing is the non-reversal of the shot height control when playing downwards, making it all too easy to inadvertently whack shots over the bar. Even worse are the naff goalies which usually appear well out of position (even by the corner flag!) and can't collect a ball off an attacker's foot — so he has unlimited time to place his shot. One-player mode is reduced to a farce by incredibly thick computer goalies — if you approach the goal from a wide position you can easily dribble straight past them and into the net!



PRESENTATION 65%
Practice matches with competitive two-player mode plus comprehensive championship option. No save though.

GRAPHICS 66%
Fast, smooth scrolling with decent sprites, although the goalies look odd.

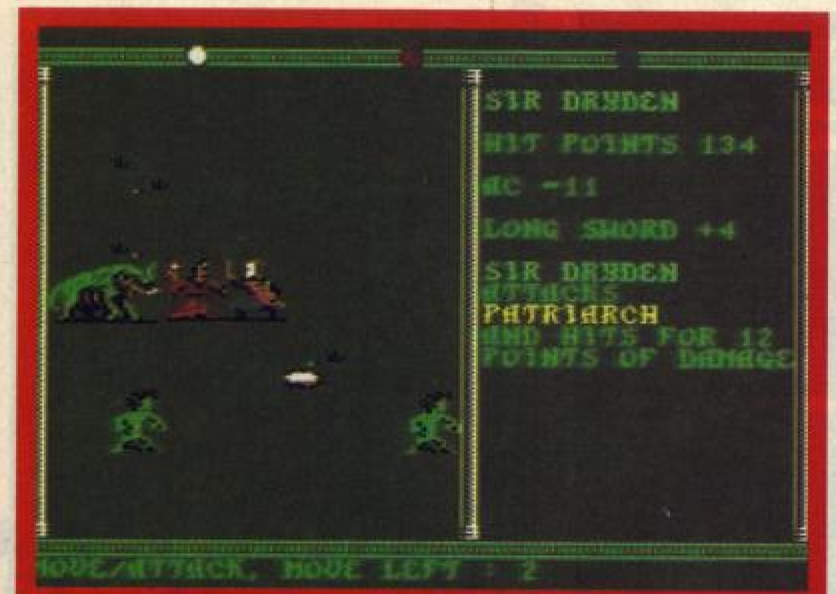
SOUND 20%
Rubbishy kicking FX.

HOOKABILITY 58%
Frantic two-player fun, but glitches are annoying.

LASTABILITY 32%
Uhm, Phil won on his first go with England beating Sweden 12-2 in the final. Not much challenge really!

OVERALL 42%

Foul!



● Sir Dryden buckles his swash once more, causing some serious damage, but on whose side is the elephant?



● A hero's work is never done, especially when his previous adventures have been such big sellers!

DEATH KNIGHTS OF KRYNN

SSI/US Gold, £24.99 disk only

Boris Myashirov bravely ventures into a world of fiery dragons, fearsome warriors and busty beauties (so that's why he volunteered!)...

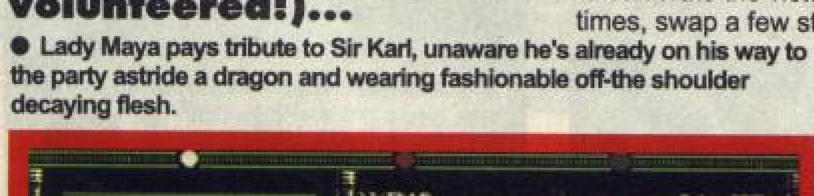
Arriving on three disks, plus a 12-page rule book, 60-page adventurer's journal and C64-specific reference leaflet, *Death Knights Of Krynn* is the second in the Krynn series of AD&D games from the battle-scarred hands of SSI.

Death Knights begins about a year after *Champions Of Krynn*. Takhisis' baddies have been vanquished and the Gargath Outpost commander has invited you back to celebrate the victory, talk about old times, swap a few stories and all that jolly stuff. During the party the gorgeous Lady Maya, she who is an honest-to-goodness silver dragon (although you'd never guess if you saw her) talks about Sir Karl (alas no longer with us) and how brave he was during the war.

Shame about Karl. He's now an undead thingy working for the evil side. Inevitable, really, that the celebrations should be interrupted by an all-out attack by a Death Dragon and a bunch of Nightmares — and who do you reckon is riding the dreaded dragon? Yep, big Karl himself resplendent with the latest in the 'decaying flesh' period of dress. Poor ol' Maya can't take the sight of the remains of her ex-lover (and neither can the rest of the party, uurrggh). Next thing you know he spouts a piece of propaganda, turns and flies off. Maya flies off after him and Karl's cronies drop in for dinner — you.

SSI's AD&D series has taken a while to

● Lady Maya pays tribute to Sir Karl, unaware he's already on his way to the party astride a dragon and wearing fashionable off-the shoulder decaying flesh.



NEW FOLKS

An interesting wrinkle in this modified system is that certain characters produce new game elements. Kenders (cheerful thief-type chappies with the intriguing ability to taunt people) replace Halflings. Paladins also return in *Death Knights*, having been replaced by Solamnic Knights in *Champions*. The differences? Well, Knights are divided into separate orders and only two of those orders can cast clerical spells when they reach level six while all Paladins must wait until they reach level 9. Paladins are immune to disease, though. Knights have the unique, and irritating, personality trait of giving away a portion of their valuables — noble fellows that they are.





● Another of those delicate matters of social etiquette which so often crop up when someone arrives without an invitation.

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get up to speed as many features have been tweaked and problems ironed out with each game release. I must admit to not favouring the Forgotten Realms series of games due to their lack of balanced gameplay and old fashioned magic system. However, the initiation of the new Krynn games series improved matters no-end. What follows is a reminder of just what those Krynn improvements are plus the specific *Death Knights* info differences from the original *Champions Of Krynn*.

Firstly, magic in Krynn is controlled by three moons, with each moon rep-resenting a god (good, neutral and evil). You'll need to choose carefully as each moon brings its own benefits due to the mage's power varying with the waxing and waning of the moons. That said, you are unable to choose an evil mage in Krynn. So, along with the need to memorise and study spells the chances of mages dominating the game are reduced — a good thing as the AD&D system is particularly susceptible to this. The Gods also influence clerics who'll need to choose a god to receive specialised deity powers. In Death Knights the power of the cleric has increased with seventh-level spells now available. Similarly, mages can now progress up to eighth level. There is also a new spell category called Druid spells that can be used by high-level rangers.

Combat, although important, has been redesigned to be more balanced. There are not as many random encounters, the numbers of monsters reach about 10 instead of the previous 30-40. In addition, the monsters' hit points are reduced so they are easier to kill. There are plenty of tough individuals though, so don't think you've got off lightly.

Fans of the books will be glad to see Dragonfear make an appearance. This morale killer emanates from mature dragons but is only really troublesome to low-level characters.

Champions Of Krynn was a vast improvement over the earlier AD&D games (which, in this fast-developing area, are now looking creaky). *Pool Of Radiance* had boundless freedom and very little plot while *Curse Of The Azure Bonds* had a good plot but little freedom. *Death Knights* has both good points plus, unusually for an SSI game, no little intrigue. There are quite a few sub-plots to draw you into the game. I would not recommend *Death Knights* for the role-player who enjoys a puzzle-intensive game. However, for those of you who enjoy tactical combat this is the game for you. The combat takes advantage of the surrounding terrain and has a decent artificial intelligence system. Well worth a look.



CREATURES

New creatures include a few new fearsome dragons such as the death dragon, spectral and undead dragons plus other nasties such as the zombie mastodon and Wyndlass described as a 'tentacled horror that lurks in desolate swamps'.

● The best of the SSI /AD&D series boasts an enjoyable combat system, plus an enthralling mix of informative text and atmospheric graphics.



ATMOSPHERE 85%
Excellent graphics and sound effects combine with nifty 'special' screens.

PUZZLE FACTOR 69%
Not really a puzzle RPG. More action based.

INTERACTION 76%
Interaction is useable but is not too advanced.

LASTABILITY 85%
Should keep you up most nights.

OVERALL 84%

The best action-orientated RPG on the C64.



● Before and after each mission you get to vist the shop where any gold you've earnt can be spent on arming up your characters with weapons such as spears which allow diagonal attacks.

HEROQUEST

Gremlin, £10.99 cassette, £15.99 disk

A huge success as a board game, *Heroquest* has taken Gremlin's mages eight months to pack into the C64, stuffing the spirit of the evil Morcar into every single copy to provide a diabolical opponent for you! Stuart Wynne straps on his broadsword to go adventurin' once more.

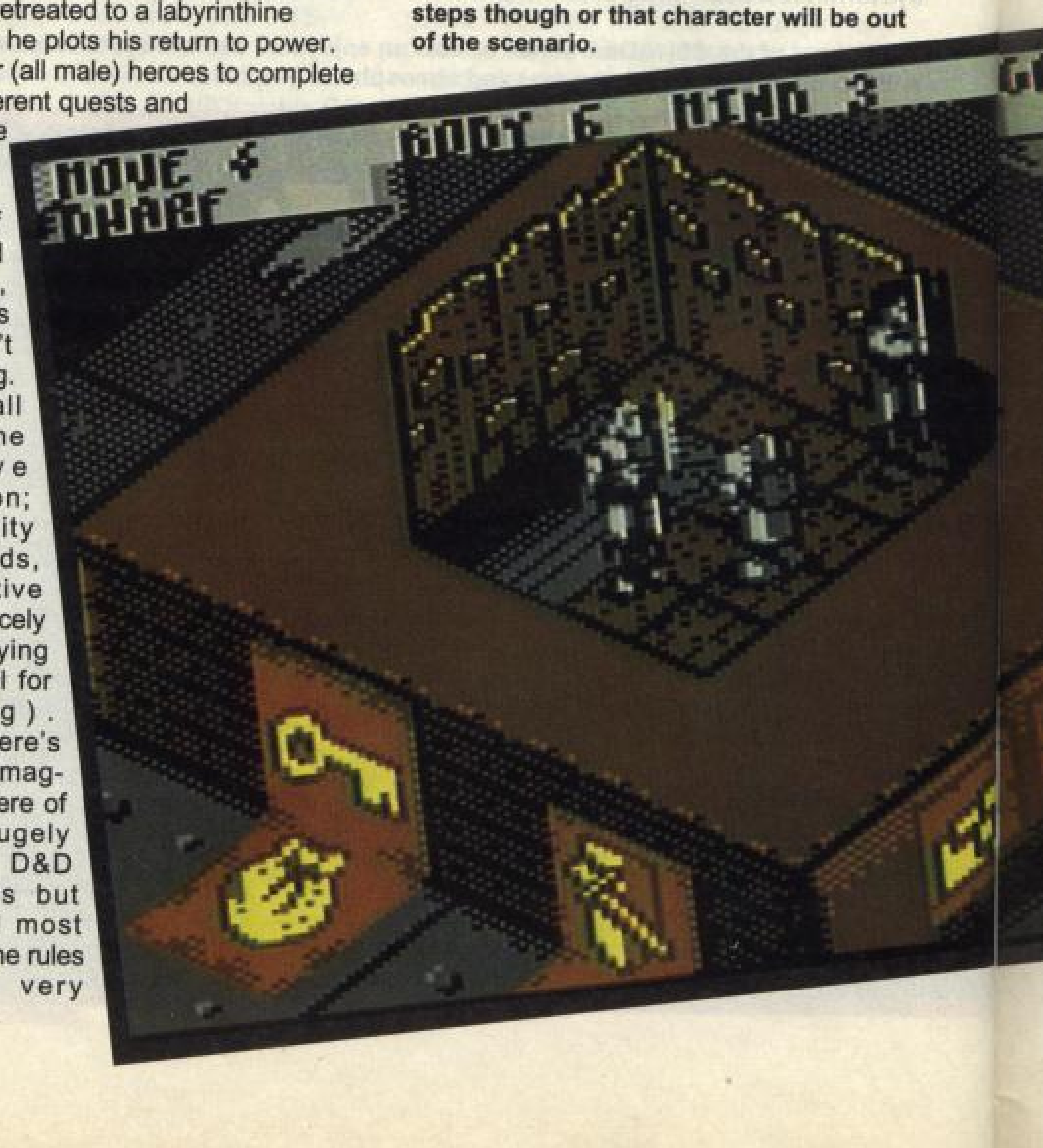


● During the night Morcar has had one of your characters attacked. Fortunately the monster is fairly feeble.

Heroquest comes with your standard epic clash of 'good and evil'-type scenario. The incredibly evil warlord Morcar has retreated to a labyrinthine castle where he plots his return to power. It's up to four (all male) heroes to complete fourteen different quests and defeat the evil mage...

After a few goes of the board game, *Heroquest*'s success isn't too surprising. First of all there's the attractive presentation; high quality playing cards, an attractive board and nicely detailed playing pieces (ideal for painting). Secondly there's the violent, magical atmosphere of all the hugely successful D&D RPG games but thirdly, and most importantly, the rules are really very simple. There's none of the complex calculations or open-ended rules which make most RPGs so difficult to master. In *Heroquest* players move according to the roll of a die while interaction is limited to fighting, searching and casting simplistic spells. The only drawbacks are that you need a player to be Morcar, controlling the evil forces and setting up the furniture, traps etc in each room. The computer version thankfully eliminates all this hassle but obviously the C64's graphics can't recreate the high quality printing of the board game's pieces. In fact the four characters have now been turned into grey, rather blocky figures.

At the start of the game you assemble your team of four characters — a Wizard, Elf, Barbarian and Dwarf — which can be named, and saved between scenarios. These all have their own characteristics: for example, the barbarian and dwarf can't cast spells, while the wizard can't use some weapons. You can choose to attempt any of 14 scenarios, thankfully there's a couple of easy levels where you can earn cash to buy



● The start of another wonderful adventure with the Barbarian, Elf and Dwarf. Be careful not to move onto the exit steps though or that character will be out of the scenario.

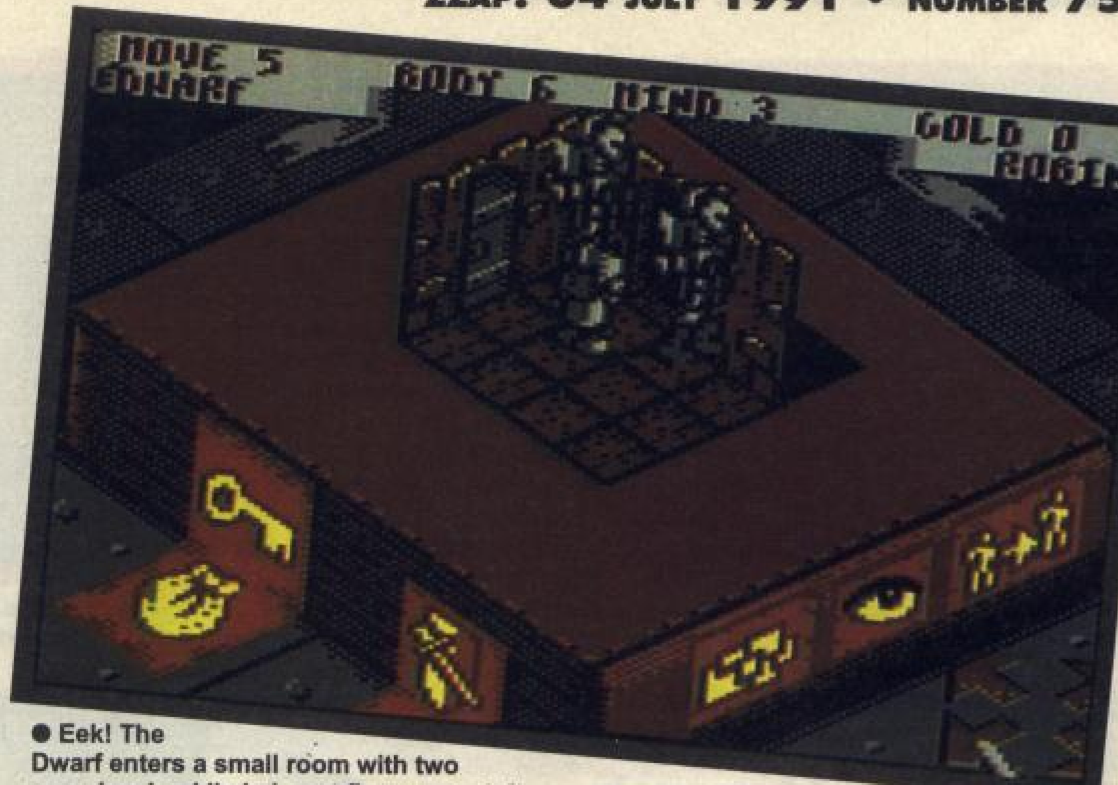
weapons and spells for the toughie ones.

When your quest begins you're confronted with a fairly restricted isometric 3-D view centred on one of the characters. You can also access a simplistic map which shows an overhead view of the play area. The floor is divided into squares just like the board game and by clicking on the control panel's four arrows you can move the character around, up to the maximum number of moves rolled with the die. Actions such as fighting, searching and casting a spell can either be made before or after movement — you can't move, attack and move again.

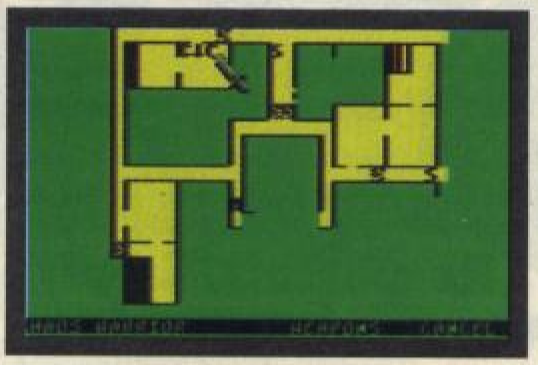
Combat is similarly artificial — unless you buy a spear you can't attack from diagonals, and there's two distinct phases: attack and defend. During your turn you can attack, where you rely on the die throw and your own strength, weapon etc to overcome the set defensive capabilities of your opponent plus his own defensive die roll. Instead of attacking you may choose instead to search — wise when otherwise invisible hazards include pits, falling blocks and spear traps. There are even traps in treasure chests which, when sprung, immobilize a player for the rest of his turn — if they don't simply kill him Another possible action is casting a spell, there are twelve of these with a wide variety of effects from immobilizing a demon to healing a player to enabling someone to move through walls!

After you've made your movement/action for a character you go to the next character in your team. A nice aspect of the game is the speed with which it flicks between characters, making it a lot more natural to control a whole team — you don't need to move around the table consulting charts and inventories for each character. Nevertheless you can still easily play with four people, each controlling their own character.

Once all the characters have made their turns Morcar can move all his various forces orcs, goblins etc. Basically this means chasing you into corners where you can be hacked to pieces. The fourteen different scenarios feature some nice storylines, but essentially it's a matter of sneaking around, discovering where the essential objects are and hacking away at the monsters. The spells add a bit of variety but any comparison with serious RPGs such as the interactive world of *Ultima VI* is rather embarrassing. There simply isn't the interaction or variety of creatures and events to compare.



● Eek! The Dwarf enters a small room with two enemies. Luckily he's got five moves left so he can either make a quick exit or alternatively move close enough to make an attack on one of them.



● The map screen shows all the rooms you've entered, plus your team members and any active enemies.



Another irritation is the die-roll aspect of movement and combat — in this sort of game, keeping people together to defend against attack is often crucial. Random die rolls make this difficult and it's hardly realistic. If you compare this with *Shadowfire*, where you can always move a maximum number of spaces — unless exhaustion or injuries or the weight of objects carried slows you down — then you see the relative crudity. Rolling a die isn't too bad for a board game, it gets non-RPG fanatics involved, but it's not so appealing in a computer game. Similarly combat is rather basic by comparison with *Shadowfire*, let alone *Laser Squad*!

In essence, *Heroquest* is a hybrid — a simplistic RPG board game translated to the C64 with isometric 3-D graphics which suggest a *Head Over Heels* arcade game, but in fact simply represent the board game's cardboard 3-D. This graphic style makes the oddities of combat all the more apparent, but the graphics are at least superior to your average RPG and could well draw in a lot of people who wouldn't normally touch an RPG. On the debit side the complexity is so drastically reduced you lose a lot of the subtlety that distinguishes RPGs from arcade games.



The board game was a real social event and the fun to be had interacting with other players is inevitably (and sadly) missed: on computer the game only really works as a one-player bash. Even so I found its simplicity and user-friendly approach made for a compulsive game — carrying items through from one quest to another makes the game an ongoing mega-quest. Even with next to no graphic variety between levels it's still addictive stuff with an element of tension that works better on computer. Simple but fun.



CREDITS

A 221B Production.

PRESENTATION 77%

Icon-control system works well, adventures take long enough that multiloading them isn't too much hassle, option to save/load characters and informative instruction manual.

GRAPHICS 67%

Flickscreen isometric 3-D is rather distinctivewith a slight pause between screens. Individual characters are rather blocky and animation is limited.

SOUND 48%

An atmospheric tune provides an involving soundtrack.

HOOKABILITY 79%

Rules are easily grasped while early levels provide a reassuringly low difficulty level.

LASTABILITY 70%

14 scenarios provide a largish overall challenge, it's not incredibly difficult or varied but scenario disks are almost inevitable.

OVERALL 75%

A good conversion of an enjoyable board game.



● ZZAP!'s exclusive Megatape demo is level one and is very playable, comparing well to *Back To The Future III*.



● Oh no! It's a Satanic Film Planner providing a tough challenge with his nasty karate kicks. Sadly there's no flame breath.

ReadySoft are best known for the graphically stunning Amiga conversions of laser coin-ops Dragon's Lair and Space Ace. Now they promise to do the same for the C64, this time with an original title. After over a year in development, Wrath Of The Demon is finally ready and promises to set new standards for C64 graphics. Phil King wields his mighty sword in a quest to discover whether gameplay measures up.

WRATH OF THE DEMON

ReadySoft/Empire, £TBA disk, £TBA cartridge

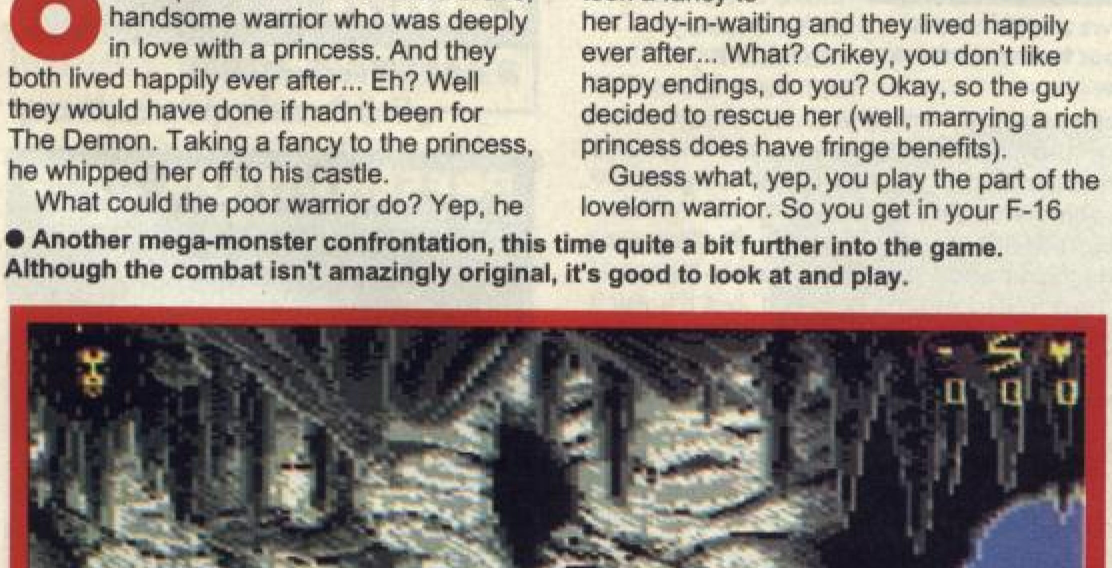
Once upon a time there was a brave, handsome warrior who was deeply in love with a princess. And they both lived happily ever after... Eh? Well they would have done if hadn't been for The Demon. Taking a fancy to the princess, he whipped her off to his castle.

What could the poor warrior do? Yep, he took a fancy to her lady-in-waiting and they lived happily ever after... What? Crikey, you don't like happy endings, do you? Okay, so the guy decided to rescue her (well, marrying a rich princess does have fringe benefits).

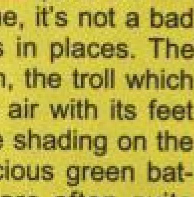
Guess what, yep, you play the part of the lovelorn warrior. So you get in your F-16 and prepare for an aerial assault on the castle. Well you would do if you had an F-16. Unfortunately all you've got is a sword, but it's a big one so you fancy your chances.

Mounting your favourite horse you ride through the first level: a horizontal scroller with some gorgeous ten-layer parallax

● Another mega-monster confrontation, this time quite a bit further into the game. Although the combat isn't amazingly original, it's good to look at and play.



Although *Wrath* never quite comes together as a great game, it's not a bad one and it really shines in places. The animation on the dragon, the troll which jumps five feet into the air with its feet waving about, the subtle shading on the cave backdrops, the vicious green bat-thing — the graphics are often quite superb. Gameplay doesn't sparkle quite so much. As players of the ZZAP! megatape demo will know, the horse-riding section is pretty darn good, unfortunately combat with mega-beasts like the dragon is often unimaginative. Infinite continue-plays make me doubt *Wrath*'s lastability, but it looks good, doesn't play half-bad and has a graphical ambition/imagination which makes it a really rather desirable package of Canadian coding.



scenery. Oncoming hazards include flying creatures which must be punched, plus rocks and crates etc on the ground to jump over. Colliding with hazards reduces your energy (shown by a dial at the top-left of the screen). Occasionally you'll see a potion on the ground: collected by precariously reaching down. Collected potions can be used on subsequent levels — there are three types: invincibility (only lasts for a few seconds), stun (temporarily paralyses enemies) and energy replenish (replenishes full quota of energy and is therefore best used when you're just about to run out).

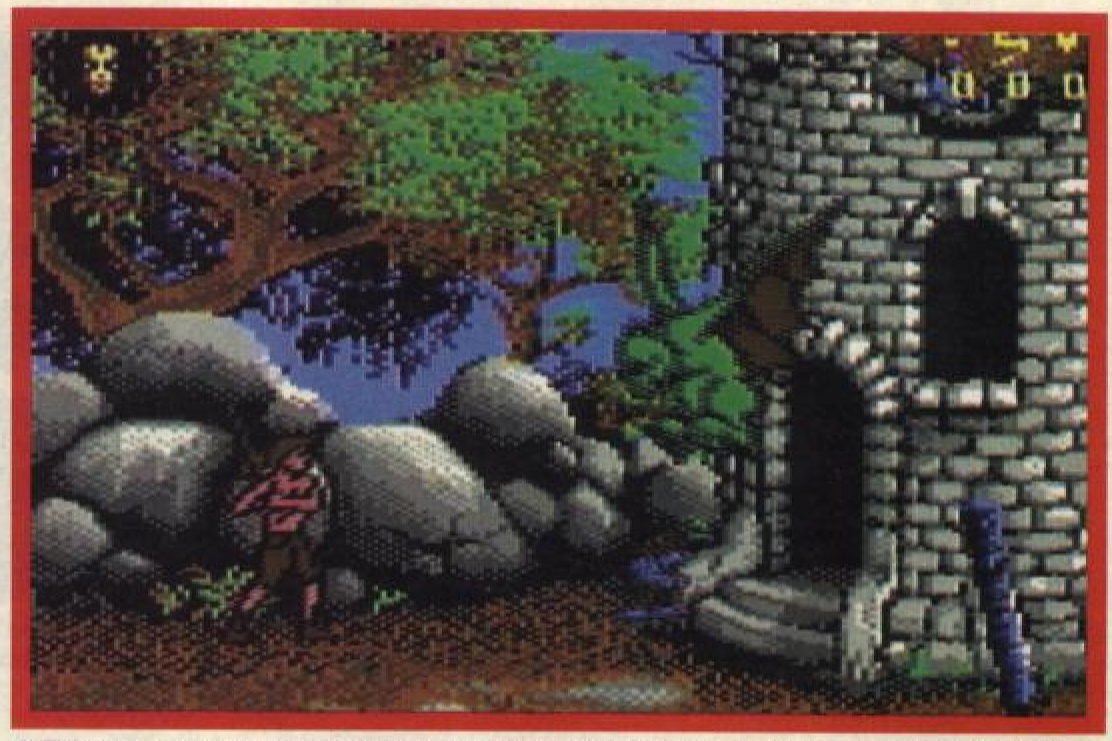
Levels two and three are both single-screen beat-'em-ups. Level two sees you fighting a scythe-wielding goblin; he may be small but he's pretty vicious. An extra complication is caused by his mate who throws stones, avoided by jumping, ducking or performing a nifty forward roll along the ground. Combat moves (various sword swings) are accessed in usual beat-'em-up fashion, ie by pressing fire with different directions. Level three's opponent is a huge green dragon with a mean kick and headbutt but thankfully no flaming breath.

Level four is another horizontal scroller with a huge play area to explore on foot. With many doors to go through it's easy to get lost so mapping has to be definitely recommended. The hazards here include creepy crawlies (ants and worms) to jump over, flying demons to either punch or roll under and other men and beasts who run onto the screen. Foes come on from both directions — the ones from behind are particularly tricky. Thankfully, some creatures leave behind potions when killed.

'The first level is a horizontal scroller with some gorgeous ten-layer parallax scenery'

The next three levels involve more single-screen combat with a stick-carrying troll, a giant swamp monster and a flying beast aided by another stone thrower.

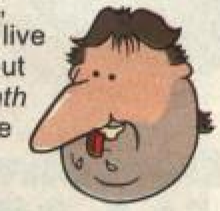
Finally you reach and enter the castle, similar to level four with more horizontally scrolling corridors filled with nasties. Find the right route and you'll eventually get to the final encounter with the fire-spitting Demon himself.



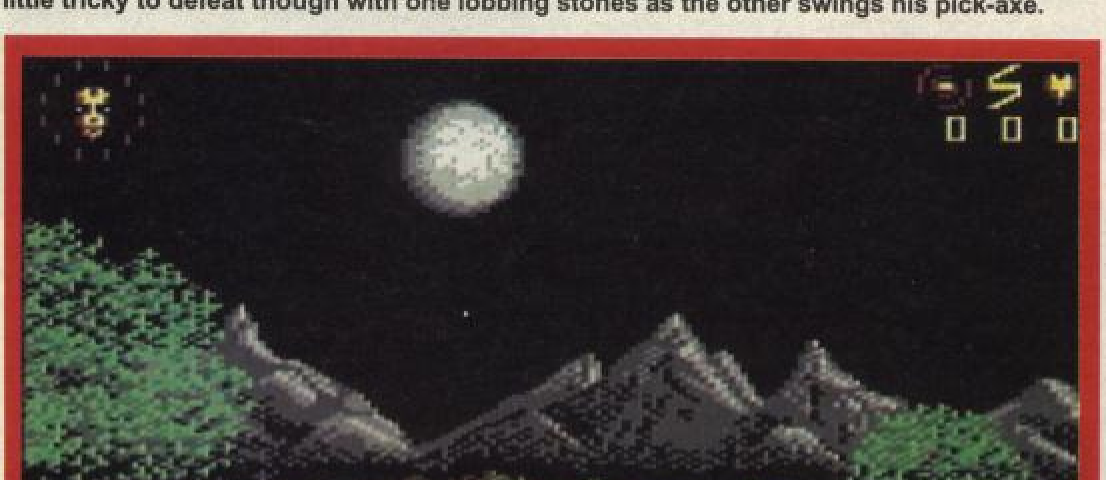
● **This impressively animated flying lizard is all that stands between you and the entrance to the castle. You've come a long way but there's still plenty to do.**

Wrath Of The Demon is graphically excellent throughout, from the amazing ten-layer parallax to the beautifully drawn backdrops to the huge, well animated mega-monsters. Sound is also very good with moody tunes adding to the tense atmosphere. What's not quite so consistent in quality is the gameplay. The horse-riding level is fun and a promising introduction, but the single-screen combat scenes play rather simplistically — you have only a few combat moves — and can easily be completed. Level four features a sudden step up in difficulty and is tough enough to be frustrating, although strangely at times quite dull: you can walk for miles without seeing a single enemy. Thankfully, when you die you automatically restart the current level, although ultimately this reduces the overall challenge — I don't think this one will take too long to complete.

Don't get me wrong, unlike some previous ReadySoft titles *Wrath* is certainly NOT a case of 'nice graphics shame about the game', gameplay doesn't quite live up to the presentation but it's not too bad and *Wrath* is certainly a great game to show off to any C64 graphics-bashers!



● **Level two pits you against two hilarious goblins — these bad-tempered monsters are a little tricky to defeat though with one lobbing stones as the other swings his pick-axe.**



CREDITS

Program and Additional Music Programming: Steve Douglas
Graphics Conversion: Jorge Freitas
Music: David Whittaker

Original concept by Abstrax.

PRESENTATION 70%
Unlimited 'level restart' and some nice interlevel screens.

GRAPHICS 92%
The huge sprites look gorgeous and are superbly animated. Some beautiful backdrops including the amazing parallax-scrolling ones.

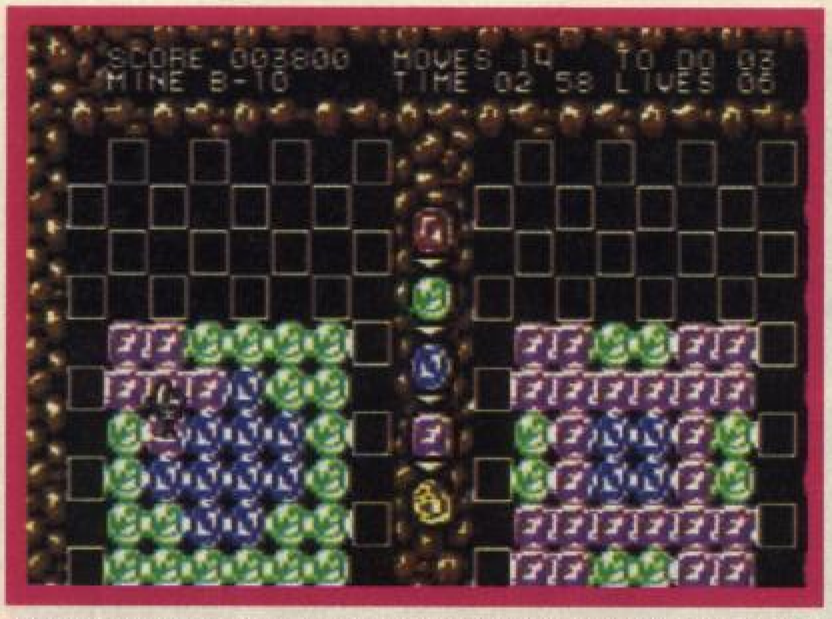
SOUND 74%
Nice atmospheric tunes, adequate spot FX.

HOOKABILITY 83%
Fun horse-riding level is a nice introduction, followed by playable one-on-one combat scenes.

LASTABILITY 72%
It's tough in places, but infinite continue-plays means you can usually get through to the next level. Mapping poses some challenge and mastering monsters takes practice.

OVERALL 76%

Looks great but lacks long-term challenge.



● There are three more screens to go before completing this mine and this one is easy, simply click at the corners, then at each nearest diagonal gem to complete it.



● What can we say? Two of the reward screens in *Gem 'X* featuring Kiki and one of her equally pet-loving, clothes forgetting friends.

GEM 'X

Demonware, £11.22 cassette, £15.28 disk

Hi, my name's Stuart and let me congratulate you on reading this splendid review of the latest puzzler from Demonware. It features lots of cute young girls who are always forgetting their clothes, one of whom — Kiki — introduces the instruction manual, so dear readers, let's open the manual, boot the game and begin!

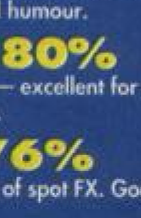
Once again your lovely quest involves manipulating tiles. The screen is divided into two halves, the aim of the game is to get the left side to exactly match the fixed right side. But for once you don't have to move tiles around — instead the tiles, or gems, must have their colours changed. You do this by placing a cursor on a gem and pressing fire. This gem is instantly devalued by two, and those immediately above, below and to either side of it are devalued by one. Thoughtfully, at the centre of the screen all the gems are shown in order of their value. If a gem is devalued below the lowest value, yellow, then it is destroyed.

Although gems can't be improved in value you can undo your previous move. But to stop things getting too easy, there's a countdown timer and a strict limit on the number of moves. If you exceed either you lose a life and start again on a new screen— you can also commit suicide to get a new screen to play on.

There are 400 levels split into 26 mines, each with 16 screens.You don't have to complete 16 screens to finish a mine; instead a random selection is offered by the computer. When you complete a mine you get a picture of the whole mine network allowing you to choose which of the next two mines you want to attempt. And then as a bonus there's a pic of Kiki or one of her equally exhibitionist friends. But there's nothing to offend Mrs Whitehouse, it's just a bit of cutesy fun which provides a much needed distraction from the brain-exploding puzzles!

Is *Gem'X* really that tough though? Not initially, the first levels are very easy and you can often get by with instinctive moves. However, as you progress it does become a real brain-twister. The basics of the game remain the same throughout but it never seems repetitive because of some fiendishly varied puzzles, different routes and the random selection of screens.

Overall *Gem 'X* is a surprisingly fun game, the brash, colourful puzzle graphics work really well and gameplay demonstrates good design as screens continually surprise with many 'impossible' screens becoming very simple once you work out the right trick. There's a lot of puzzlers out at the moment, but this one deserves to do well.



There's something that tells me this used to be a perfectly innocent puzzle game until someone added some pics of Japanese girls enjoying bubble baths, playing with rabbits etc — not that I'm complaining, mind! They may well boost sales but it's the puzzle mechanics that keep you playing, for this one you need a *really* logical mind! At times it did my brain in but I love it to bits! The sense of achievement is terrific when you conquer a fiendish-looking level with only a few gem changes. I also really like the varied route through, so move over *Puzznic* and watch out *Atomino*, the Gem girlies are my puzzle favourites. You'll be playing for ages before you get to see everything Kiki has to offer (so to speak!).



● Kiki's offer s a wide variety of routes through the game with each mine giving a random selection of screens.



PRESENTATION 81%
No passwords and a multiload for each mine, but control panel is well laid out and interlevel cutesy pics add much needed humour.

GRAPHICS 80%
Bright, colurful and detailed — excellent for a puzzle game.

SOUND 76%
A choice of a nice, subtle tune of spot FX. Good title tune.

HOOKABILITY 88%
Simple concepts and cutesy pics make for a compelling start.

LASTABILITY 80%
400 screens, various routes and high score potential mean there's plenty of challenge. Promise of a 'big surprise' at the end!

OVERALL 85%

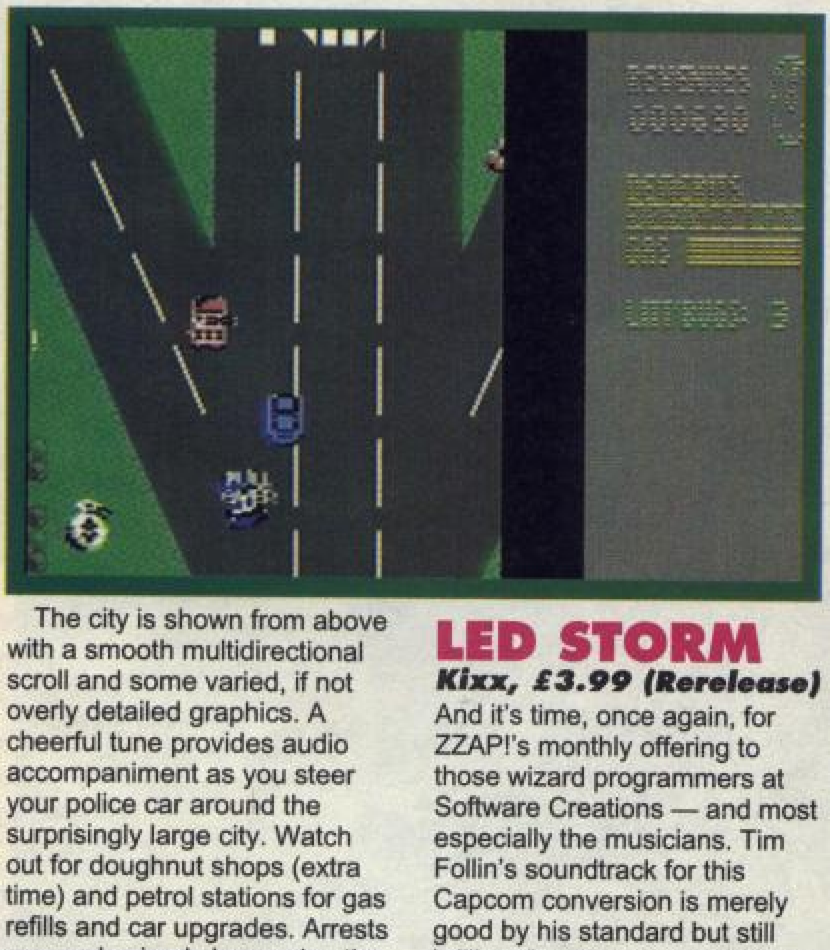
Good, clean cotton-tailed fun!

• Loads of games for not much cash!

BLITZ!

APB
The Hit Squad, £2.99 (Rerelease)

Originally a Domark/Tengen release, this conversion of the hit Atari coin-op features Officer Bob desperately trying to keep his badge. It's a tough life being a cop you see, every day brings a new quota of criminals to catch. Starting with arresting some traffic cones at police HQ, Bob soon graduates to patrolling the city in pursuit of litterbugs, honkers, drunks, hitchhikers and occasionally giving help. There's also periodic news of major league criminals such as Candy Goodbody who give big bonus points if arrested.



The city is shown from above with a smooth multidirectional scroll and some varied, if not overly detailed graphics. A cheerful tune provides audio accompaniment as you steer your police car around the surprisingly large city. Watch out for doughnut shops (extra time) and petrol stations for gas refills and car upgrades. Arrests are made simply by moving the siren cursor over the perp. However, major league criminals can take a lot of persuading to finally give in. Once you've got the perp, or have filled your daily arrest quota, you have to rush back to police HQ before time runs out. If you have a major criminal a joystick-waggling interrogation scene is loaded in.

In Issue 54 *APB* made the cover with a Sizzling 90%, Phil said, 'This is great. The feeling of satisfaction when you bang one of the 15 most wanted felons behind bars is immense.' Robin preferred the C64 version to the Amiga one due to 'a slightly easier to control car and some excellent car graphics'. Over a year on, the originality, humour and playability is still strong. Later missions do get very tough (there are 32 in all) and loading each one can be a bit of a pain on tape. Still well worth a look as a fun and funny game.

OVERALL 80%

LED STORM
Kixx, £3.99 (Rerelease)

And it's time, once again, for ZZAP!'s monthly offering to those wizard programmers at Software Creations — and most especially the musicians. Tim Follin's soundtrack for this Capcom conversion is merely good by his standard but still brilliant for almost anyone else. The basic game is ridiculously simple: it's futuristic race time with a superfast vertical scroll and a tight time limit to beat if you're to progress through all

MERCENARY
Novagen, £2.99 (Rerelease)

Paul Woakes's debut game *Encounter* has been out on budget for some time now but as all veteran C64'ers know, it was *Mercenary* that accelerated him to 'super-programmer' status. In it you star as a spacefarer stranded on the planet Targ: your task is to escape. Unfortunately you're a bit short of cash and your last spaceship is splattered all over the planet's surface. Working in the local McDonald's to buy another ship will take about a million years so you decide to be a bit more adventurous. As it happens the planet Targ is a battlefield for the forces of the rival Palyars and Mechanoids. Accompanied by your personal computer Benson, who provides an inventory and occasional sarcastic comments, you set out to find vital hardware which can be sold to either side.

The wireframe 3-D used to represent the planet and its many buildings, monuments and underground bunkers is surprisingly rapid. It trashes *Elite* and *Echelon*, and even overshadows *Moonfall*! It's fun simply exploring the city, blasting various things to see what the reaction is. But when you *do* decide to get on with your escape attempt you're quickly drawn into the affairs of the planet and the overall task quickly becomes a minor concern. Involved sub-plots with numerous mini-missions for the two warring sides are good fun. Then there's the mysteries of locked doors, teleporters, a floating spaceship and a variety of craft to test drive ensure you stay on Targ. As you progress you realise there's various ways of escaping, some more complex than others, thankfully there is a save/load.

In Issue 11 (!), *Mercenary* earned a massive 99% for lastability and an overall mark of 98%. Julian called it 'the best computer game ever to be written,' Sean had 'absolutely no criticism to make of it' and Gaz Penn proclaimed it to be 'one of the most exciting releases ever to appear on the 64.' With an immense challenge, vast area to explore and all crammed into one load, *Mercenary* is still, as the original review summed it up, 'a classic.' It won't appeal to absolutely everyone, combat is minimal, but anyone who fancies exploring a mystery-packed planet will love it.

OVERALL 96%





GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
"Ocean have crammed in nearly every feature of the arcade...As well as the superb backdrops and smooth parallax scrolling, Toki plays host to some of the wildest sprites ever to appear on the Amiga. As coin-op conversions go, Toki must rate as one of the best yet."
CU AMIGA
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OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633, FAX 061-834 0650
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nine levels. There's canyons to leap, juggernauts and pesky frogs (which slow you down) plus lots of collectables such as fuel, energy and brief invulnerability.

The *Laser Enhanced Destruction* raced to 94% in Issue 47, Kati raved, 'This has to be one of the fastest, most unusual and dead addictive games I've seen in ages.' Gordon praised the 'full-screen parallax scrolling, really brilliant soundtrack and totally absorbing gameplay.'

The rating was perhaps a tad high for such a simplistic, somewhat repetitive game and it's not quite so impressive nowadays, but it's still really playable and at this price definitely recommended.

OVERALL 83%

JOCKY WILSON'S COMPENDIUM OF DARTS

Zeppelin Games, £2.99

The basic format of dart games is now well established, basically it consists of your regular dartboard with you controlling a rather unstable hand — timing when to fire the dart is as vital as getting the hand over the right target. So after the graphically spartan, but very playable *Jocky's Wilson Darts Challenge* (73%, Issue 47) what more can you do? Well, Zeppelin have gone for coding in all the odd little variant dart games played in weird, out-of-the-way places like the Kremlin (Phil's local). The six games on offer here include darts versions of football and bowls! In Football you can't score until you get a bullseye, thereafter doubles count as goals!, while in Bowls one player throws a jack dart, then each player has to get as close as possible to it for maximum points. Scram has one player going for points, while the other player closes off sectors with his darts, roles then reverse for the next round. Ten Dart Century gives you ten darts to get as close to 100 as possible, while Shanghai restricts gameplay to a single sector. There's also a traditional world championship 501 darts game. All the games can be played at three skill levels and in one or two-player mode.



The actual dartboard graphics are virtually identical to the original, all that's changed seems to be the darts are blue rather than yellow. But graphics and sound are never that important in this sort of game, and while the basic dart-throwing follows the standard format the new variants add some nice gamesplaying variety. It's still rather limited unless you've got a friend to compete with, but if you're on the lookout for a darts game this fun program is one of the best around.

OVERALL 74%

SDI

The Hit Squad, C64 £2.99

What a great film Star Wars is, a completely useless farming lad is taught the ways of 'the force' by an old codger with a wibbly sword thing, just to defeat some tall geezer with terminal asthma and a black fish bowl over his bonce. But anyway this isn't that Star Wars at all, it actually concerns the Space Defence Initiative that was set up by President Reagan (you know the forgetful one who came before... errr, thingie). You control a satellite armed with a laser, and must destroy all the enemy's nuclear warheads, satellites etc that are heading for your country.

There are twelve levels and the game is split into two types of round: the main part is the offensive round where you blast all and sundry, but if any of the enemy craft sneak through you enter the defensive round. Here, wave after wave of nuclear weapons head for your cities, and you are the only one who can stop them.

At the end of each offensive round your score is totted up based on the percentage of each type of enemy destroyed. If you score 100% across the board you receive a 20,000-point 'perfect' bonus and a dancing duck (I kid you not). And this is an accumulative bonus because with every perfect score you tot up on successive offensive waves, an extra 20,000 points is added (along with the duck!).

When it was reviewed in Issue 47 *SDI* didn't receive the warmest of welcomes, and now it's back to haunt us again. Gameplay is the biggest culprit: one very soon becomes bored with the same old routine of just shooting anything that moves. And even an extra gallon of strong coffee failed to keep me awake long enough to play this

ARMALYTE

Kixx, C64 £3.99

One of the best debut programs ever, the men behind the code were Cyberdyne Systems who got their fancy name from the *Terminator* movie. The connection between some C64 programmers and a megalomaniac computer-run corporation which wants to run the world (and builds Arnie to dispose of human survivors) is unclear, although both are ambitious!

The plot of *Armalyte* certainly has little to do with androids, it is in fact the tale of a very dangerous treasure hunt in a spatial backwater called Delta. After the Damocles Force destroyed the hostile Hisifan Khanate (in Thalamus' *Delta*), the entire Hisifan armada was left to rust in Delta. This is some rather valuable scrap, and a mission to recover it is launched. Unfortunately there are a few Hisifan robot guards still active...

In fact *Armalyte* was called *Delta II* mainly for marketing purposes, not that it needed it. The eight beautifully drawn levels on offer are packed with some of the toughest enemy attack formations and mega-monsters ever seen on the C64! You start the game with just a basic laser cannon and either a remote drone ship or a second player as a partner. But there are crystals scattered around that, when shot, improve your firepower — and believe me you need all the help you can get.

When *Armalyte* hit the ZZAP! office in Issue 43 the reviewing team of the day were more than enthusiastic. Gordon Houghton said, 'If you miss *Armalyte* you're missing one of the best 64 shoot-'em-ups of all time.' Indeed, Paul Glancey echoed the sentiment when he commented, 'Any shoot-'em-up fan should be ashamed to miss out on it.' The graphics and playability are still as impressive today, almost two-and-a-half years later — you are lucky I managed to drag myself away long enough to write the review! Anyone silly enough to have missed *Armalyte* the first time round should be jolly annoyed with themselves and rush out to buy it NOW.

OVERALL 94%



monotonous game for very long. If you're nostalgic for the days of *Missile Command* and *Asteroids* this mediocre rehash may appeal, but be warned it does get very repetitive despite some reasonable graphics and presentation.



OVERALL 60%

TRACKSUIT MANAGER

Hi-Tec, £2.99 (Rerelease)

Well, Brian, it's like this. The boys done rubbish in the World Cup, so you've been brought in as the new manager of the team (any European national side). It's a tough job, choosing your squad of 22 players from the hundred available. Check their ability ratings and fitness before you call them up. Then there's friendly matches to arrange for testing players and tactics. You can change your formation, choose how defensively to play, what sort of build-up to employ, passing style, tackling style, whether to play zone or man-to-man defence, and much more. In addition each player can be given individual instructions to override the team tactics. For example, you might want your best defender to mark the opposition's most dangerous striker. The ability of opposing players can be discovered by sending a scout to watch them play. His detailed report tells you everything you want to know about the whole team including their tactics.

When you've picked your team and tactics it's time for the kick off. The match screen gives a running text commentary of all the action plus a diagram of the pitch with a moving red bar showing the approximate location of the ball. Substitutions can be made at any time, and are often necessary to replace injured players or those booked and in danger of being sent off (for which they could receive up to a three-match ban).

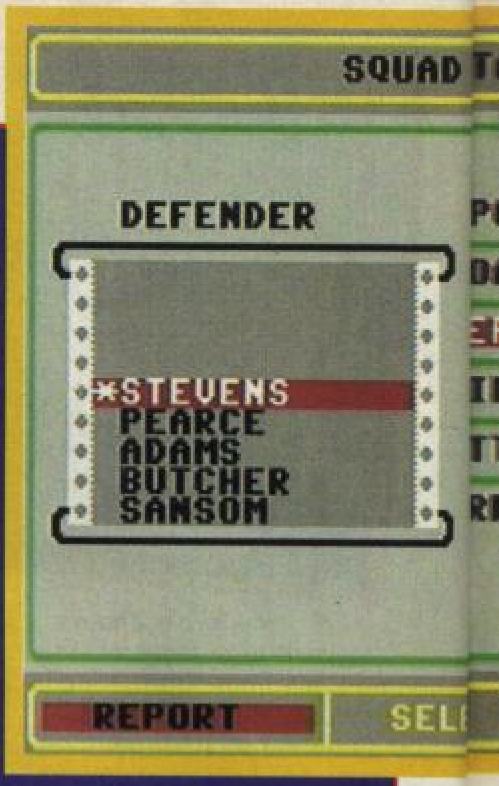
When you've got a good side it's time to start playing for real in the qualifying round of the European Championship. Win your group and you'll go through to the finals. But even if you fail there's still the World Cup to prepare for. It's all to play for, Saint.

Tracksuit Manager had a sparkling debut in Issue 42, scoring 89% and plenty of praise from a hat-trick of reviewers. Even Maff — not a fan of footy management games — enjoyed it, appreciating its authenticity: 'all the information included is absolutely spot-on — from the players eligible for a cap to the individual skills of each man.'

Gordo liked the scrolling match commentary 'giving a detailed account of the proceedings and generates both enthusiasm and sympathy for you faithful team.' Of course it also provides vital information about individual players' form and your overall strategy. Careful analysis of the commentary is required to make the right management decisions, of which there are plenty due to the immense tactical depth of the game. The detailed team and player tactics system allows you to accurately tweak your playing style and even pay 'special attention' to the other team's star players! This is where the game easily outclasses its more lightweight rivals. The inclusion of both European Championship and World Cup is the icing on the cake.

Paul Glancey commented, 'this is the best football management game on the market.' It still is.

OVERALL 91%



NINJA RABBITS

Micro Value, C64 £2.99

Watch out, Usagi Yojimb,o because the Ninja Rabbit is here, and the story goes something like this... a leakage from a chemical plant has released a very nasty nerve gas into the air. This gas has turned the usually peaceful animals and humans into violent psychopaths, so it's up to our cute fluffy-tailed pal in the nifty white togs to stop the gas production.

The game is split into several levels, the first starts on what looks like a golfing green on the edge of town. As our floppy-eared rabbit shuffles across the screen a variety of creatures attack. Luckily our hero holds a black belt in the ancient Martial Art of 'No Can Do', which along with his trusty razor sharp blade makes short work of his attackers. But beware because every time an attacker belts you, a small amount of energy is lost (as signified by the carrot in the status panel — extra carrots can be found).

So there you have it, kick the droppings out of all opposition, be a big hero and save the world. This might sound like an exciting plot for a game, but sadly in this case the opposite is true. The amount of combat moves is limited to just a couple of kicks and punches. Graphically the game is a mess, the backgrounds are shoddily drawn and the characters, although occasionally well drawn, are poorly animated. So, sad to say, *Ninja Rabbits* isn't really worth hopping down to the shops for.

OVERALL 50%



THE RUNNING MAN

Unique, £3.99 (Rerelease)

It's 2019 and because everyone has started wearing turquoise the world hasn't ended. There are still some evil-doers though and a special TV show has been created to deal with non-turquoise wearing criminals. No, it's not the Big Break, but The Running Man: a game show where unarmed contestants are hunted down by four stalkers armed with bizarre weapons. A bit extreme perhaps, but it beats Bob's Your Uncle, that's for sure.

And our star contestant tonight is... Arnold Schwarzenegger! No he hasn't been arrested for his wooden acting: Arnie's a cop who's been convicted (wrongfully, of course) of police brutality and has been sent to face almost certain death on prime-time TV.

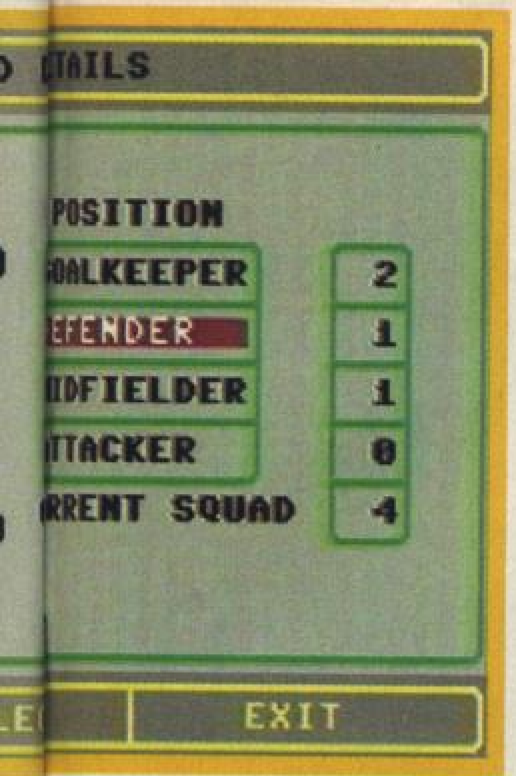
Each horizontally scrolling level has Arnie fighting against one of the four deadly stalkers. First is Subzero, an ice hockey player who shoots exploding pucks, then the chainsaw-armed Buzzsaw, followed by lightning bolt-throwing Dynamo and the flamethrowing Fireball. The fifth and final level is set in the TV studio where Arnie must fight his way through an armed guard to get to the smug TV host. Basic weapons can be picked up to help Arnie, as well as medical kits to replenish his health.

In Issue 53 the game got a mere 44%. Both reviewers thought the graphics dull and sluggish, and Phil found the gameplay little better 'consisting of repetitive beat-'em-up action with very few moves for you to choose from. Admittedly the enemies are varied but still don't make up for the all round lack of content.'

That about sums it up really. A mediocre, plod-along game almost two years ago, *The Running Man* is still too slow to win any races even on budget.

OVERALL 48%





DEFENDERS OF THE EARTH

Hi-Tec, £2.99 (Rerelease)

The updating of Flash Gordon saw the surprisingly unaged superhero joined by three others: Mandrake The Magician, Lothar (the strongest man in the world — not Geoff Capes or that funny Icelandic geezer!), The Phantom, who 'has the strength of ten tigers at his command'. Not to forget their faithful pet mascot, Zuffy — the usual sort of stupid cutesy character featured in this type of cartoon.

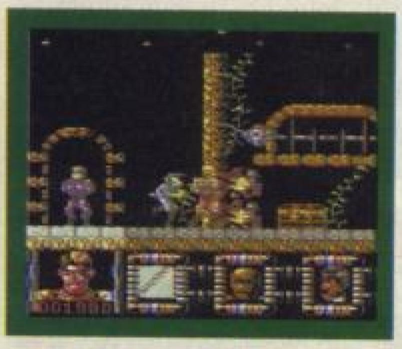
Of course, Flash's arch enemy is still Ming The Merciless. The dastardly emperor with the Billy Connolly beard (but alas, no sense of humour) has abducted the Defenders' children and secreted them in the dungeons of his fortress. To minimise the risk of setting off the fortress's sophisticated intruder alarm, Flash volunteers to rescue the kids single handedly, only summoning the other Defenders when in need of their special powers (eg to open doors, cross chasms).

Armed only with a handgun (though weapon upgrades can be found), Flash must venture through the flickscreen fortress, fending off Ming's attacking cronies. If Flash stays too long on any one screen he'll be detected by the alarm system, and even more security guards will rush on.

The game's fairly early rerelease is probably due to its lack of quality: it received a mere 43% in Issue 63. Robin found the colourful backdrops attractive but the game 'frustratingly tough and very limited in ideas.' The Scorelord thought, 'Running around a maze, leaping chasms and shooting thousands of heavily armed villains is a dated idea overused by unimaginative budget games.' Even now that it is a budget game, *Defenders* remains frustrating and repetitive. Talk about 'Flash in the pan'!

OVERALL 33%





FROST BYTE

MicroValue, £2.99 (Rerelease)

It's monster bashing time again, this time in the service of five Kreezers — harmless, cuddly creatures which have been sort of kidnapped by ghoulish monsters. I say sort of kidnapped, because when your captors plan to roast you for lunch 'kidnapped' somehow doesn't seem quite the right word!

Frost Byte is a curious little game originally released way back in 1987 by Mikro-Gen, a now virtually forgotten software house which once had huge success on the Speccy with its *Wally* series. Unfortunately an experiment with add-on hardware for the Speccy flopped spectacularly, so bye-bye Mikro-Gen!

*Frost Byte*is a flickscreen arcade adventure with eight levels. Apart from some tarting up on the basic sprites, it's a straightforward Spectrum port with a rather dull, flat palette. Sound is limited to an okay title tune and unremarkable spot FX.

What *is* special is you, or rather the creature you control. A Kreezer, it seems, looks like nothing more than more than an overactive pasta tube. It walks by turning end over end, but while it can jump directly upwards, it can't leap diagonally. Instead, once airborne the little critter can 'walk' left or right — odd. More conventionally the Kreezer can pick up and use objects, including bullets which can be fired at the numerous baddies. There's also pick-ups to boost speed, jumping power and the ability to survive bigger falls. It's pretty average stuff, there's even a countdown timer, but that odd pasta tube with its awkward controls proves to be good fun all the same.



Julian liked it a lot in Issue 27: 'one of those obscure games which is enjoyed immensely by anyone who buys it, but never receives anything like the acclaim it deserves — simply because it's not based on some film or arcade game'. The other two reviewers were more restrained, complaining about a control method which requires 'an unreasonable degree of precision'.

Overall it got 78%, but nowadays the graphics look even more banal while flickscreen arcade adventures with pixel-perfect leaping aren't quite all the rage. Nevertheless while I wouldn't say I enjoyed it 'immensely' — it is very tough — it's still quite good fun and the control method isn't bad.

OVERALL 55%

RED HEAT

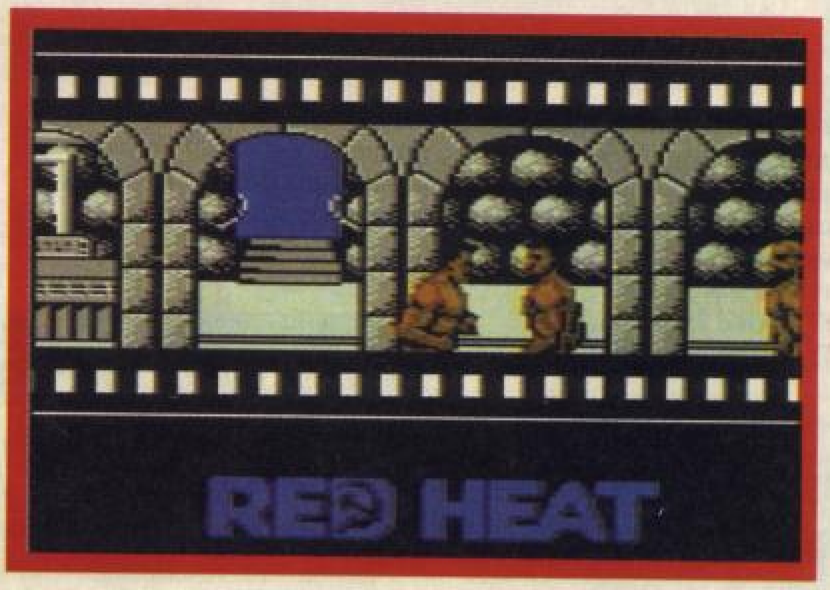
The Hit Squad, £2.99 (Rerelease)

There are only a couple of films that big Arnie hasn't played an 'ard man character in, and *Red Heat* isn't one of them. The film is a fast-paced and violent thriller where Ruskie copper Captain Ivan Danko is chasing drugs dealer Victor Rostavilli. The game starts with the unarmed Danko (you) in a Moscow sauna, defending himself against Rostavilli's henchmen.

As Ivan is hit an energy bar slowly diminishes, and if it reaches zero a life is lost. Extra energy can be picked up along the way or replenished by crushing the rock that occasionally appears in Ivan's hand between levels (weird joystick waggling sub-game).

Level two takes Ivan to a hospital to face another irate band of Rostavilli followers, although this time a gun is provided (with limited ammo), and so it goes on until he finally reaches Rostavilli.

Red Heat didn't receive the warmest of welcomes in Issue



53, scoring 65%. The graphics and sonics are good but it's the gameplay that lets the whole shooting match down. The bad guys are too numerous and indeed too vicious for this reviewer's liking. The thing that really annoys me is almost reaching the end of a massive level and snuffing it — you are sent right back to the beginning again (aaagh!). *Red Heat* is a game for more patient souls than me.

OVERALL 60%

SCOOBY DOO AND SCRAPPY DOO

Hi-Tec Software, £2.99

After Scooby's antics in an Elite game, his fearless nephew gets his turn under the spotlight with this canine caper from Hi-Tec. Apparently, Scooby and Shaggy have gone and got themselves lost, so it's Scrappy to the rescue with puppy power!!!

Scrappy's rescue attempt takes him through four levels (Ghost Town, Graveyard, Mansions, Dungeon) of left-right platform action, leaping around, dodging the skulls, water and various other hazards while using his *R-Type*-style power punch for general baddie biffing.

If it wasn't for the main star being a cartoon character (and also a good sprite), *Scooby & Scrappy* wouldn't stand out from the crowd. It's a fast-paced game with plenty of simple bouncy action and a nice line in background graphics — there's a multiload every two levels. The precision jumping can be demanding in places but it's simple enough to appeal to younger players in particular. Only cynical, older players would wonder why there isn't more variety.

OVERALL 62%



COMING SOON!

● **Ooh yes! If this month's session of fun and frolics isn't completely overwhelming, stand by! _ there's even more thrills coming in the next bumper issue...**

● The latest unbelievably good value-for-money Megatape with another great mix of games and demos, including an exclusive playable demo of Germany's latest brainteaser: ***Logical*** from Rainbow Arts.

● **MAGNIFICENT MAPS:** Glorious, full-colour cover-mounted maps for forthcoming Megatape mega-games ***Lords Of Midnight*** and ***Doomdark's Revenge!***

● **COMPILATIONS PART II:** The latest summer packs X-rayed and dissected.

● **EDUKAYSHON TOO:** Disney's graphically really rather smart series of education games gets the full treatment from **ZZAP!'s** scholastic expert.

● The UK's biggest C64 mag bulging at the sides with all the usual, utterly indispensable features such as Rrap, Pig In A Poke, Budget Blitz, Stuff, Previews and yet more wacky larks by the Apex ladz!

● The most reviews of any **C64** mag, almost certainly including ***England: Championship Special, RBI, Hydra, F1 GP Circuits, Logical, Battle Command, Toki, Millennium Warrior, Gem X, Sarokan, Oops Up, Graham Gooch Cricket Captain, Turbo Charge, Dark Man, Mercs*** and much more. Only in **ZZAP!** the truly in-depth reviews you need! Plus all up-to-the-minute coverage of budget games, rereleases and original games get the full treatment!

● For the most critical seaside reading don't miss the next issue of **ZZAP!**, on sale July 14th. For any beachbums too lazy or sunburnt to camp outside the newsagent all night why not hand in this exceptionally useful little form left.

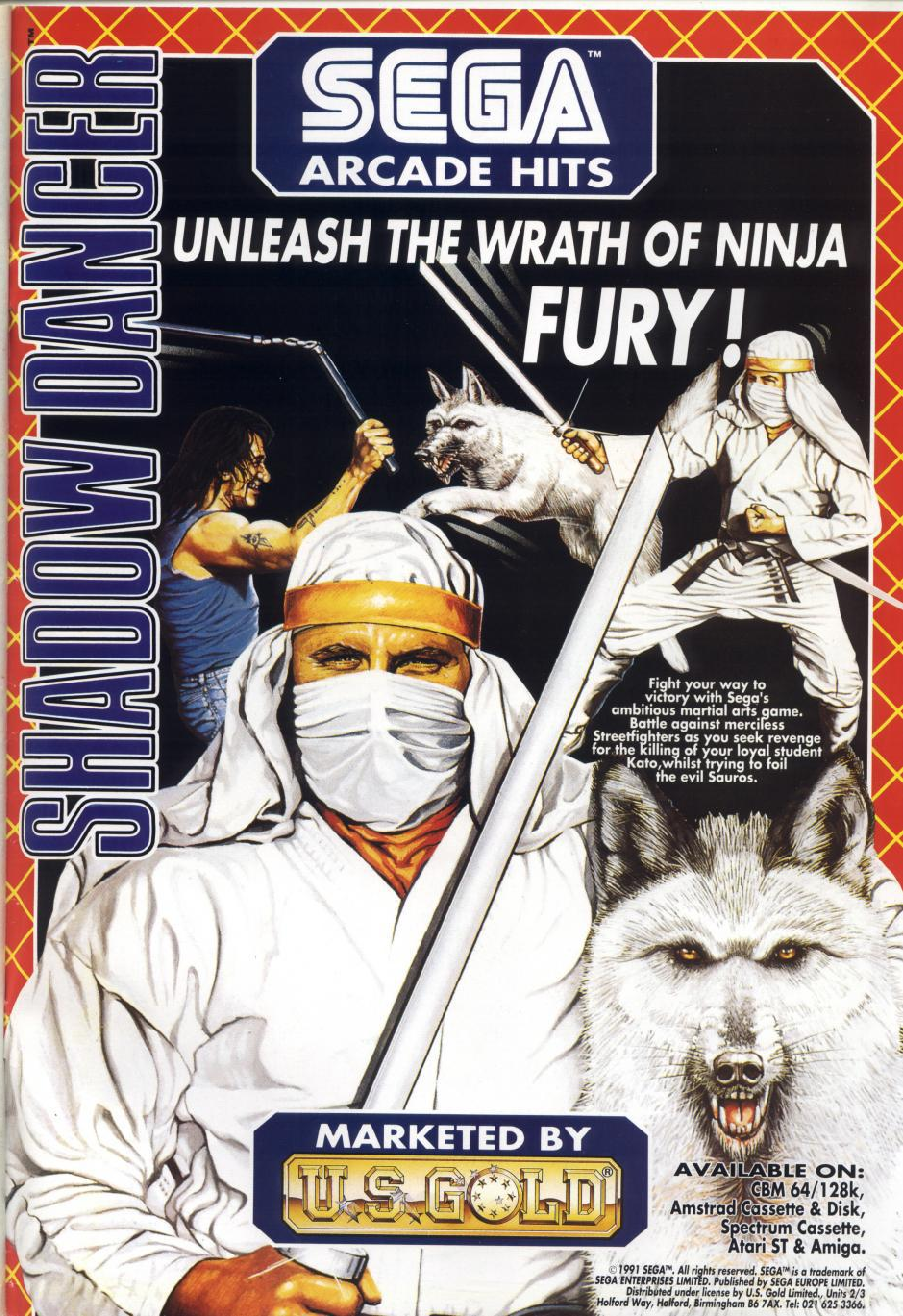
Dear Newsagent, I would be absolutely gobsmacked with amazement and delight if you would reserve my copy of **ZZAP! 64** every month, starting with the August issue, on sale July 14th.
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PARADROID

(Hewson)

Increased Game Speed

SYS 62806: POKE 960,0: POKE 962,246: POKE 963,19 (RETURN)
Now press play on tape to load the game as normal.

Invulnerability

This allows you to become impervious to lasers and bullets, and leap tall buildings in a single bound etc, but you can still KILL other droids and go into transfer mode. There are also a few amusing side effects: for example, some droids explode on contact, others spontaneously combust off-screen, and some attempt to blast you only to either blow themselves to bits, or blow some-droid else to bits, or succeed in merely singeing the old paintwork slightly with no loss of energy on your part. So, type in and save the following listing to CASSETTE:

```
10 POKE 28640,76: POKE 28641,0:
POKE 28642,77
20 FOR T=0 TO 20: READ A: POKE
19712=T,A: NEXT
30 SYS 4096
40 DATA 173,30,208,133,79
50 DATA 16,11,173,46,208
60 DATA 201,241,208,4,169
70 DATA 127,133,79,76,229,111
```

Now put your *Paradroid* cassette in the player, rewind it to the beginning and load it as usual, BUT when the 'FOUND PARADROID' message appears, hit RUN/STOP to stop loading. Now type in directly...
POKE 964,76: POKE 965,102: POKE 966,254: SYS 849 (RETURN)
Paradroid will now load. When the 'READY' prompt appears, type in the following:
POKE 49152,0: POKE 44,192: POKE 56,208: POKE 52,208: NEW (RETURN)
Then LOAD the previously saved program and type RUN (RETURN) to start the game.



GRIBBLY'S DAY OUT

(Hewson)

Place your *Gribbly* cassette in the player and type SYS 63276. Press play and once the first part has loaded enter the following...

POKE 964,76 (RETURN)
POKE 965,167 (RETURN)
POKE 966,2 (RETURN)
POKE 679,196 (RETURN)
POKE 680,0 (RETURN)
POKE 681,141 (RETURN)
POKE 682,6 (RETURN)
POKE 683,128 (RETURN)
POKE 684,76 (RETURN)
POKE 685,226 (RETURN)
POKE 686,252 (RETURN)
POKE 783,1:SYS 62828 (RETURN)

The tape should start moving and the rest of the program should load, giving your fingers a chance to recover! When the computer resets enter any of the following...

POKE 27085,234 (RETURN)
POKE 27086,234 (RETURN)
POKE 27087,234 (RETURN)

to remove gravity so that Gribbly doesn't fall — but you can still bounce.

POKE 18815,234 (RETURN)
POKE 18816,234 (RETURN)

so that Gribbly doesn't die when his energy runs out.

POKE 18741,234 (RETURN)
POKE 18742,234 (RETURN)

to speed things up.

FOR Z=3648 TO 4095: POKE Z,0: NEXT (RETURN)

to remove the mutant Blabgorian.

FOR Z=13568 TO 13951: POKE Z,0: NEXT (RETURN)

to make the spinning seed disappear.

FOR Z=15104 TO 15679: POKE Z,0: NEXT (RETURN)

to make the flip-flop disappear.

FOR Z=16000 TO 16319: POKE Z,0: NEXT (RETURN)

to make the fliers disappear.

SYS 17088 to start the game.

ARMALYTE

(Thalamus)

As well as giving infinite lives for both players this listing allows you to select any level...

```
10 POKE 63410,96: PRINT
CHR#(147): A=40832
20 FOR X=0 TO 6: READ C: A=A+1:
NEXT X
30 PRINT "UNLIMITED LIVES
PLAYER 1?": GOSUB 150
40 IF A#="N" THEN GOTO 60
50 POKE 59891,173
60 PRINT "UNLIMITED LIVES
PLAYER 2 ?": GOSUB 150
70 IF A#="N" THEN GOTO 90
80 POKE 59991,173
90 PRINT "STARTING LEVEL (1-7)
OR FINAL SCREEN (8)?"
100 GET A: IF A=0 THEN 100
110 IF A≤1 OR A≥8 THEN GOTO 140
120 IF A≤8 THEN GOTO 140
130 POKE 45058,A: POKE 45060,0:
SYS 40832
140 POKE 45059,A-1: POKE 45058,A:
SYS 40832
150 GET A#: IF A#="" THEN 150
160 RETURN
170 DATA 169,54,133,1,76,209,179
```

BOMBUZAL

(Imageworks/Megatape 16)

Here are the 17 codes and their relevant levels:

BOMB — 000
RACE — 008
RATT — 016
LISA — 024
DAVE — 032
IRON — 040
LEAD — 048
WEED — 056
RING — 064
GIRL — 072
GOLD — 080
OPAL — 088
SONG — 096
FIRE — 104
LAMP — 112
TREE — 120
SINK — 128

HEAD OVER HEEL

(The Hit Squad)

Infinite Everything

Here's a POKE for unlimited everything: Heads, H donuts (once picked up), speed (once picked up), invulnerability (once picked up), and unlimited jum (once picked up). Just type in the listing, RUN it, a press play on the rewound tape.

```
10 DATA
198,157,169,0,162,1,168,32,186,255,32,189,255,
20 DATA
213,255,169,208,141,146,4,96,206,126,117,206,1
30 DATA
122,169,128,141,109,117,76,3,1,0,0,0,0,0,0,0,-1
40 FOR L=53229 TO
53300: READ A: IF
A=-1 THEN SYS
53229
50 POKE L,A:
NEXT
```



IRIDIS ALPHA

(Llamasoft/ Hewson)

Reset Pokes

For infinite lives, load the game, Reset and enter:

POKE 23060,76
POKE 23061,30
POKE 23062,90
SYS 16384 to restart.

Alternatively, POKE 16411, (number of lives from 0 to 128), then SYS 16384 to restart.

Infinite Lives

If you don't have a Reset switch, then type in this listing, RUN it (making sure that a rewound *Iridis Alpha* cassette is in your tape deck) and then 'press play on tape'. When the computer resets enter the POKEs then type SYS 2064 to start.

```
10 FOR N=0 TO 34
20 READ A
30 POKE 49152+N,A
40 NEXT N
50 SYS 49152
100 DATA 169,1,162,1,160,255
110 DATA 32,186,255,169,0,32
120 DATA 189,255,169,0,32,213
130 DATA 255,169,76,141,209,3
140 DATA 169,226,141,210,3,169
150 DATA 252,142,211,3,96
```

Expert Cartridge

For infinite lives...

1. LOAD the Expert with V1.8/2.8

GHOSTS 'N' GOBLINS

(Elite)

Reset Pokes

Simply reset your 64 and enter any of the following:

POKE 2175,(0-255)
number of lives.

POKE 2358,234
POKE 2359,234
POKE 2360,234
for infinite lives.

POKE 2203,(0-3)
to start on any of the four levels.

POKE 2214,(1-5)
for any of the five weapons.

POKE 34042,255
to make the zombies bring up more pots.

POKE 2198,(0-15)
to change the main sprite colours.

POKE 7488,56
to make the plant fire in the opposite direction.

POKE 2240,9
gives you nine minutes to complete each level.

POKE 3901,0
for unlimited time.

POKE 7086,10
to make the zombies jump around on level one (rather amusing).

POKE 7086,0
to allow you to walk through zombies.

POKE 7086,15
to make the zombies turn into bags as soon as they appear!

POKE 7086,12
to allow the zombies carry you around without killing you (very amusing)!

POKE 7086,13
to make the zombies fly!

POKE 7086,1
to turn the zombies into spitting plants!

POKE 4242,42
for a 'smart bomb' effect.

SYS 2128 to restart.

Expert Cartridge Poke

More lives...

1) Load the cartridge with vl.5/2.5 software and load and run the game in the usual way.
2) Stop the game by tapping the RESTORE key twice only.
3) Type D 0936, and then press RETURN.
4) The following line should be displayed:
., 0936 CE 9A 35 DEC #359A
5) Use the cursor keys to locate and change the line to read:
., 1535 EA EA EA DEC #03B3 then press RETURN TWICE. (When you press RETURN, the line will change by itself — this is OK).

Repeat steps 6 to 8 as in cheat 1.

Normal Pokes

Prepare your *Ghost 'N' Goblins* cassette for loading. Type LOAD (RETURN) and depress the play button.

When the READY prompt appeareth, enter these POKEs...

POKE 1010,76
POKE 1011,248
POKE 1012,252

Now type RUN (RETURN) to load the first part of the game. When the opportunity arises, enter the following POKEs:

POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252

Type SYS 2061 (RETURN) to load the next part of the game. When the cursor flashes at you, enter these POKEs...

POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252

Now type SYS 2061 (RETURN) to load the last part.

When the game has finished loading, you can enter any of the 'Reset Pokes' (printed above) or any of the following if you so desire...

POKE 7086,23
Pick up a zombie and the computer will take control of your man (the computer thinks the zombie is a key).

POKE 4070,170
to start one screen away from the end of each level after level one.

POKE 4070,160
After completing level one you can go where you usually can't (eg in water or down holes).

SYS 2128 starts the game.

OR for a real laugh...

This one speeds up the game by five times, and that includes the music, attract mode and high-score table!

POKE 12707,225
...followed by SYS 2090 to start a very speedy game.

2. LOAD and RUN the game as normal. When the game has fully loaded, the monitor prompt will appear automatically. As usual, the four-digit number will appear in the top left-hand corner. Change the number to read 4000, then press RETURN.
3. Type:.F 5A14 5A16 EA (RETURN)
4. A normal

Cheats

Press F1 during the demo mode to take control of the ship. Also, get a score of over 68,000 and enter a yak's head as the first character of your name to see what happens at the end of the game.

During the game, hold down F1 — you can now move Gliby along the planet surface without being harmed by static aliens.



Tips

Wave One

Try not to crash into anything. Shoot everything till you turn white then land on the core. There should be about six aliens left so take off and shoot the rest — but make sure that you land on the core before the next wave appears.

Wave Two

You should now be on the core, so keep your finger on the fire button until there are about five hostiles left — the core should be almost full. Leave the core without crashing and shoot the remaining aliens — speeding up gradually.

Wave Three

These aliens are pretty damn nasty, but you should have quite a bit of energy left over from the last wave. The aliens appear as little white Phreds (from *Stargate*) and are harmless until you shoot or crash into one. The best way of avoiding them is to zoom along to the left, turning and firing as you go. The faces that emerge from the Phreds are left behind and eventually disappear. Keep an eye on the energy situation — if it gets a bit high, crash into an alien and let it drop a little before whizzing off again.

As soon as the wave finishes, a progress chart is displayed before you are returned to the game. As soon as the action restarts, beware — there are usually some faces from the last level, so make sure you keep out of their way until they disappear. When they disappear, keep shooting and dumping energy until you enter the bonus game.

If you do manage to get to the first bonus level, go straight to the left and speed up. The other bonus levels are increasingly complicated, so take them slowly and work them out for yourself.

That's a rough breakdown of the first few waves. Naturally things get harder from here on, so here are some general tips to help you along...

Try not to transfer to another planet — take one planet at a time, otherwise you can get lost. If you have to use the warp gate, make sure that both pointers are on the same planet. Entropy is the biggest pain of all. When the screen starts flashing, transfer to the other side of the planet via the rings left behind by shot aliens. The faces don't leave rings, so use the warp gates. On higher waves some rings don't work, but if they're shot, a camel (or something) emerges which can be used instead.

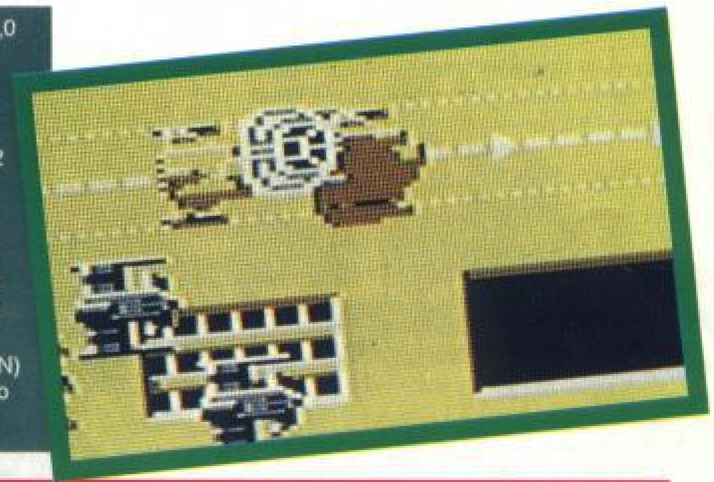
URIDIUM

(Hewson)

For invincibility, rewind your *Uridium* cassette to the beginning and then type in the following listing:

```
10 PRINT CHR#(147)
20 FOR A=49152 TO
49202: READ B: POKE A,B:
NEXT
30 SYS 49166
40 DATA
162,20,189,33,192
45 DATA 157,198,224,202
50 DATA 16,247,76,0,224
55 DATA 32,44,247,169,0
60 DATA
141,32,208,32,108
65 DATA
245,169,192,141
70 DATA 239,3,76,167,2
85 DATA
169,76,141,65,13
90 DATA
169,249,141,66,13
95 DATA 169,12,141,67
100 DATA 13,108,0,128
```

Now type RUN (RETURN) and press play on tape to load the game.



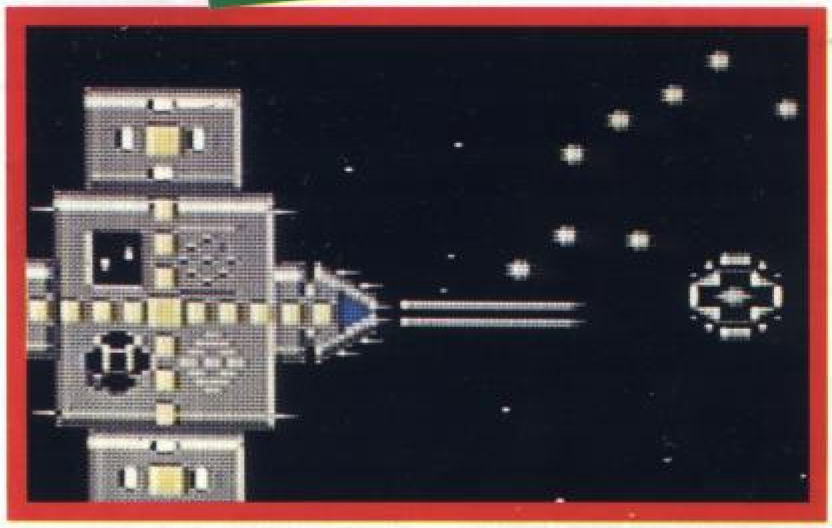
ALLEYKAT

(Hewson)

Infinite Energy

RUN this listing before loading the game.

```
20 SYS 63276: POKE 783,1: POKE
829,0: POKE 830,64:POKE 831,0:
POKE 832,72: SYS 62828
30 GOSUB 50
40 FOR I=679 TO 820: POKE
I,PEEK(15705+I): NEXT: END
50 FOR I=997 TO 1057: READ X:
POKE I,X: NEXT
60 DATA
165,2,133,2,240,245,32,215,2,169,55,
141,45,225,169,224,141,57,225 ,169,3
70 DATA
141,58,225,169,76,141,56,225,169,0,1
41,213,2,169,224,141,214,2, 162,10
80 DATA
189,26,4,157,224,3,202,16,247,76,167
,2,169,148,141,219,12,108,0, 128
90 RETURN
```



Unlimited Money

Before loading, type in the listing and RUN it to enter the world of the mega-rich.

```
10 FOR A=65280 TO 65321: READ Z:
POKE A,Z: NEXT: SYS 62806: POKE
1013,255
20 DATA
169,13,141,42,225,169,255,141,43,22
5,76,0, 224,169
30 DATA
165,141,11,17,141,17,17,169,0,141,12
7,16,141,129,16
40 DATA
169,240,141,248,15,169,34,141,249,1
5,76,208,207
```

Hint

At the beginning of a race fly to the right-hand side of the screen and extend your wings. Shoot all the obstacles in your path for one lap, then flip your wings back and accelerate to full speed for the rest of the race. Most Anti-Kat craft should leave you alone, even the KaterKiller, but keep shooting just in case. Never enter dodge 'em races as this method often doesn't work on them.

MORPHEUS

(Rainbird)

Type in the listing, SAVE it for future use, then RUN it and follow the prompts.

```
10 PRINT CHR#(147): REM
MORPHEUS CHEAT
15 FOR A=1024 TO 1089: READ B:
POKE A,B: C=C+B: NEXT
20 IF C≤6164 THEN PRINT
CHR#(147);"DATA ERROR, CHECK
AND CORRECT!": END
25 PRINT
CHR#(17);CHR#(17);"INSERT
MORPHEUS TAPE";
30 POKE 157,128
35 SYS 1024
40 DATA 32,86,245,169,32,141
45 DATA
117,3,169,21,141,118,3,169,4
50 DATA
141,119,3,76,167,2,169,35,141
55 DATA 143,8,169,4,141,144,8
60 DATA 173,8,169,48,141,91,8
65 DATA
169,4,141,92,8,76,16,8,169,0
70 DATA
141,48,15,169,173,141,122,66,169
80 DATA 28,141,219,70,76,16,8
```



Level 1 - Earth

It's out on cassette and disk now although quite where the cartridge version has gone I'm not too sure. And just when I was considering maps along comes this neat lot and hacks galore! ZZAP! tipsters — you read my mind!

Thanks goes to Edward Masson of Nigg, Aberdeen (Nigg?!?) for his nifty maps , Waz and Clint Pilkington from Manchester way for the solution and POKES, and Oliver Roberts from Loddon, Norwich direction, for both!

- To build up Bushido (particularly on level 5), fight unarmed!
- Search everywhere in case you've missed anything first time round.
- Once you've done a set task on a level, you won't need to do it again even on a continue-play.
- Remember to use the weapon the enemy have if possible!
- Take care jumping, there's little margin for error.
- Baddies are killed quicker by repeated stabs at the head with a weapon or kicks without!
- To defeat the bad guys at the end of each level use NUNCHAKAS only, not even Shurikens!

If you're having problems getting through each level try these Waz Pilkington Action Replay Cartridge POKES for each level. Load up the game and freeze the game at the level you want to cheat on (using the Action Replay Cartridge. Enter the POKES and restart the game in easy mode!!!!

Level 1 — Earth
POKE 28986,165

Kill the first enemy and get the GLOVE from the hut. Take the top-right exit, kill the enemy and take top-right exit again. Kill enemy and pick up the SWORD (located at the statue). Bottom-right exit and keep running (don't fight the enemy here!) and take the next bottom-right exit. Take the POTION from near the door and kill the enemy here with the sword. Bottom-left exit, kill the enemy before taking the NAILS (near the leftmost hut) and now the glove and the nails combine to make a CLIMBING GLOVE.

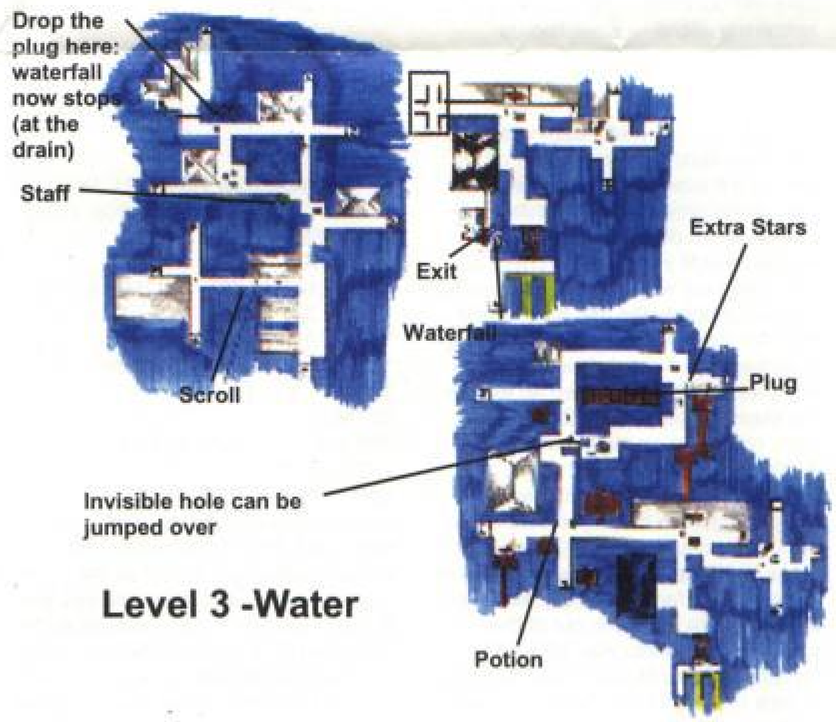
Take the very top-left exit, kill enemy and take the BRANCHES (face the tree to do it). Top-right exit, kill enemy and get the SHURIKENS (face top-right at the statue). Top-right exit and you'll be back where you started. Kill the enemy and take the top-left exit. Kill enemy here and go inside the Hut and take the CHAIN from the second hanging basket to get NUNCHAKAS.

Bottom-left exit and kill enemy. Go to the bottom-right of the screen (near the cliff) and climb using the climbing glove. Walk past the rock and into the next screen. Take the GLASS LAMP, go back past the rock and climb down. Kill enemy again and enter the Gun Powder Store. Hold the lamp and take the GUNPOWDER which should make a BOMB. Go back up the cliff, face the rock and use the bomb. Kill the enemy if you need to, take the top-left exit then the top-left exit again. Stand on running, jump onto the lily pad and off it again as quickly as possible, you don't have much room for error here! Keep going and find the POTION. Keep going through the top-right exit and kill enemy. Top-left exit, kill enemy and find the SCROLL near the Hut. Top-left exit, kill the enemy, top-right exit and take the ROPE.

Go back the way you came until you reach your start position. Kill enemy and take the bottom-left exit. Kill enemy, use the rope and climb down (but not on the green vines as you lose energy!). Hold the scroll and kill the Shogun using the Nunchakas. You've done it again, Last Ninja!

Level 3 — Water
POKE 28824,165

Kill the enemy and take the top-right exit. Kill enemy and get the SCROLL. Top-right exit, kill enemy, top-left exit. Get the STAFF from the reeds at the start of this screen. Kill enemy and take the top-left exit and top-left again. Kill enemy and take the POTION, then take the top-left exit again! Kill enemy and take the SHURIKENS (position your hands near the piece of mud in the corner) and take the top-left exit. Kill enemy and jump onto the wooden bridge. Enter the next screen (via the bridge) then take the PLUG from the edge of the bridge. Jump back across to terra firma and take the bottom-left exit. Kill the enemy and go bottom right. Then kill the enemy and go



Level 3 -Water

the rock to get the SCROLL.

Bottom-right exit, then go to the bottom-left at the crossroads. Kill enemy then hold the scroll and enter the Hut. Kill the Shogun with Nunchakas and you've done it!

Level 2 — Wind
POKE 29231,165

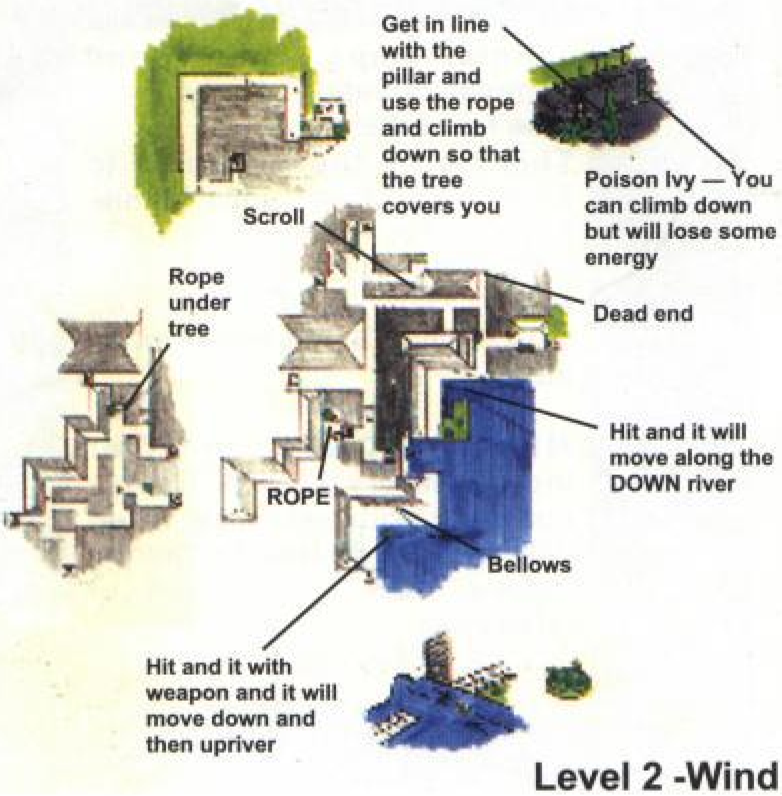
Note: If you touch the vine to begin with on this level the enemy will initially not attack!

Take the top-left exit and kill enemy. Bottom-left exit, kill enemy and follow the path round. Take the BELLOWS on this screen and 'pick up' the lily pad to move it. Exit top-right and keep

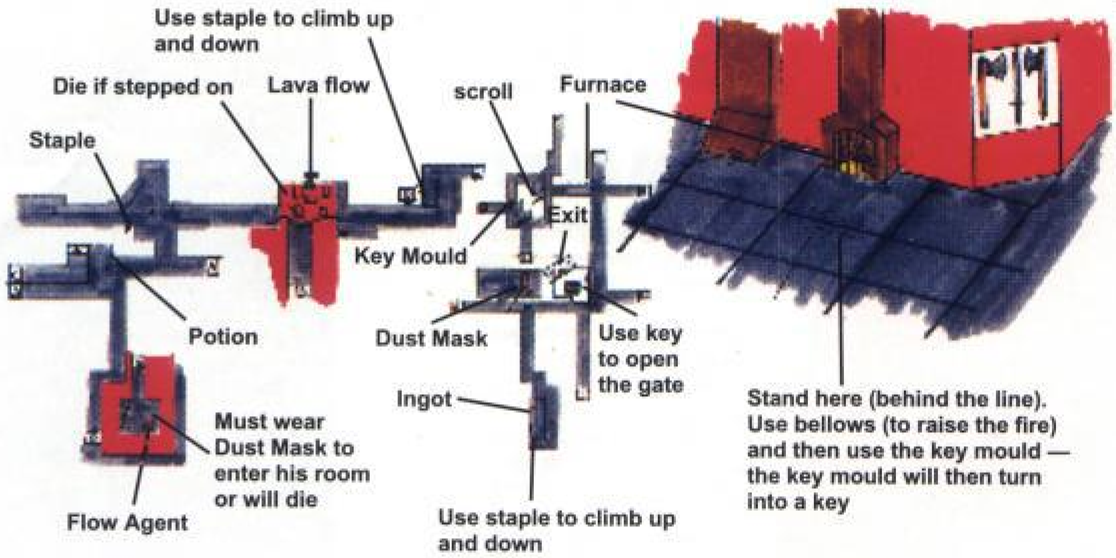
bottom-left!

You are at the waterfall. Cross the bridge (it's safe!) and go bottom-left. Kill the enemy and go bottom-left again. Stop at the little drain and use the plug. You should flash to indicate you've done it! Now go top-right twice to the waterfall (which has run out!) enter using the scroll and kill the Shogun. Level 3 done!

Level 4 — Fire
POKE 29059,165



Level 2 -Wind



Level 4 - Fire

Kill the first enemy and now check what you have. If you DON'T have the bellows then your tape is bugged as the all-important bellows mysteriously disappear into program-bug land. Try the other side of the tape but don't say I've not warned you!

After this little interruption go through the bottom-right exit, kill the enemy and get the STAPLE (in the box). Exit bottom-left, kill the enemy and take the POTION (you'll need it now!). Exit bottom-right, top-right to the lava pool. Jump over the pool (use the path in the middle), then exit bottom-right and kill enemy. Use the Staple and climb up the ladder. Follow the path through the doors and take the INGOT. Climb down the left side, kill the enemy, exit top-right. Kill enemy (kill, kill, kill — far too much violence, tut tut!) and get the DUST MASK.

Go back whence you came (using the staple to climb back) until you reach the lava pit and the pipe feeding it. Jump to the path and use the dust mask. Go bottom-left and take the FLOW AGENT and now go back the way you've come (over the lava, up the ladder, down the wall and up right). WARNING: DO NOT remove the dust mask while in the room with the flow agent. You have been warned!!

Now go up to the top-left exit and to the Furnace and use the bellows to light it. Now exit top-left, kill enemy and get the SCROLL from the Pot. Exit top-left, get the KEY MOULD from the Barrel. Go top-right then bottom-right insert the key mould into the furnace. Lo and behold you now have a key!!! Now exit bottom-left and use the key on the Gate and it will open. Go down the steps, hold the scroll then kill the Shogun. Phew!!

Level 5 — Void
POKE 29212,165

Easy start, hard finish!
Do not fight unless you don't have a lot of Bushido power. Get the POTION, then the SCROLL and hold the scroll. Enter the end-screen. To defeat your opponent stand in the centre of the Pentacle and duck down. You then reflect the Shogun's shurikens back at him. Eventually he will die but then you have to fight him on the floor with Nunchakas. When he's defeated, sit and watch the fabulous end sequence. DO NOT enter the final conflict without FULL Bushido power or you'll be sorry!

Bad Guys

And Waz **comes to the rescue with a little warning for those of you having problems with Level 4. Explain, Waz!**

Even if Level 4 loads bug-free and you still have the bellows, it seems you only have ONE attempt at using them and if you muck this up and you only have one life on Level 4 then you won't do it! So once you've set the plug on Level 3 by the whirlpool, kill yourself off. Then on your continue-play, get the scroll then find the waterfall and exit. This way you'll have a couple of lives to play with! If you run out of continue-plays then start all over again.

To use the Nunchakas well, hold down Fire and push Up and Up and Up very quickly to become Ace (don't worry about your Bushido power because you don't need it to kill Shoguns — that's only for the Amiga version). (A slight difference of opinion there, Waz and Eddie!? — Rob H).

Mapper Eddie Masson **has a slight variation on the Final Conflict in the Void.**

Use crouch position on the left hand side of his armchair. Now use the Scroll and he starts to throw Shurikens at you which go over you. Don't worry that your energy goes down as you'll flash as if you're dead and then you have to beat him up again. Just Fire and Up with Nunchakas and you've done it.

Level 5 - Void



Last minute thanks to J R Lambert **of Sheffield for these Action Replay Cartridge infinite weapon POKES as well.**

Infinite shurikens once collected:
Level 1 — POKE 25954,165
Level 2 — POKE 25943,165
Level 3 — POKE 26373,165
If you complete the game and you're so impressed by the end sequence that you want to see it again then make sure you have a Reset Switch plugged in and reset the game while it's showing the end sequence and type SYS 19909 to relive your victory over Armakuni again and again and again...

AST NINJA 3
PECIAL!

● SYSTEM 3